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CU CONTENTS

JULY

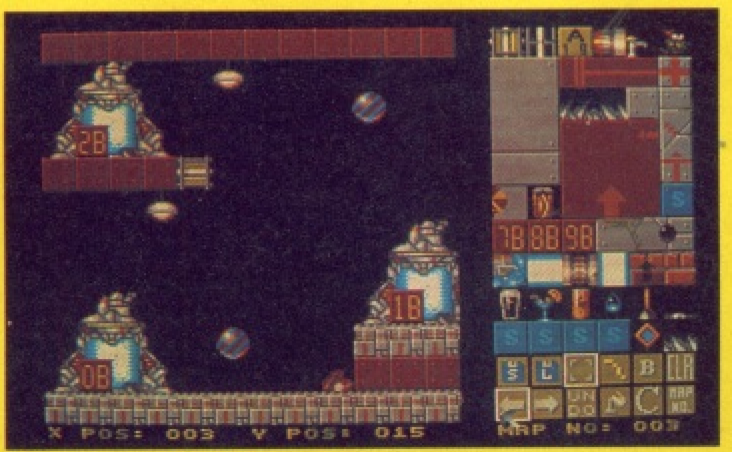
SPECIALS



REGULARS



Cover design by Jamie Russell. We forgot to credit you last month Jamie. Sorry! Hope this makes good.



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Sick as a parrot? International Superleague, reviewed page 30.



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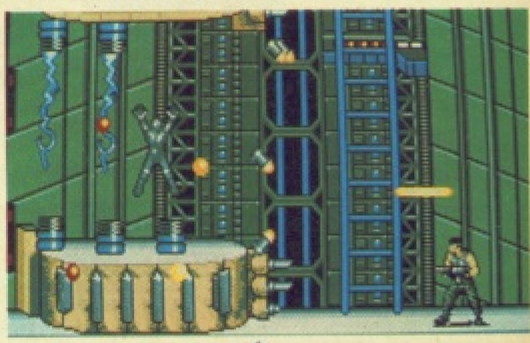


REVIEWS

In the deep end with *Flood*, in the net with International Superleague. *Flimbo* gets cute and the *Midnight Resistance* get nasty — everything's in Screen Scene.



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BUZZ

BABY'S BL

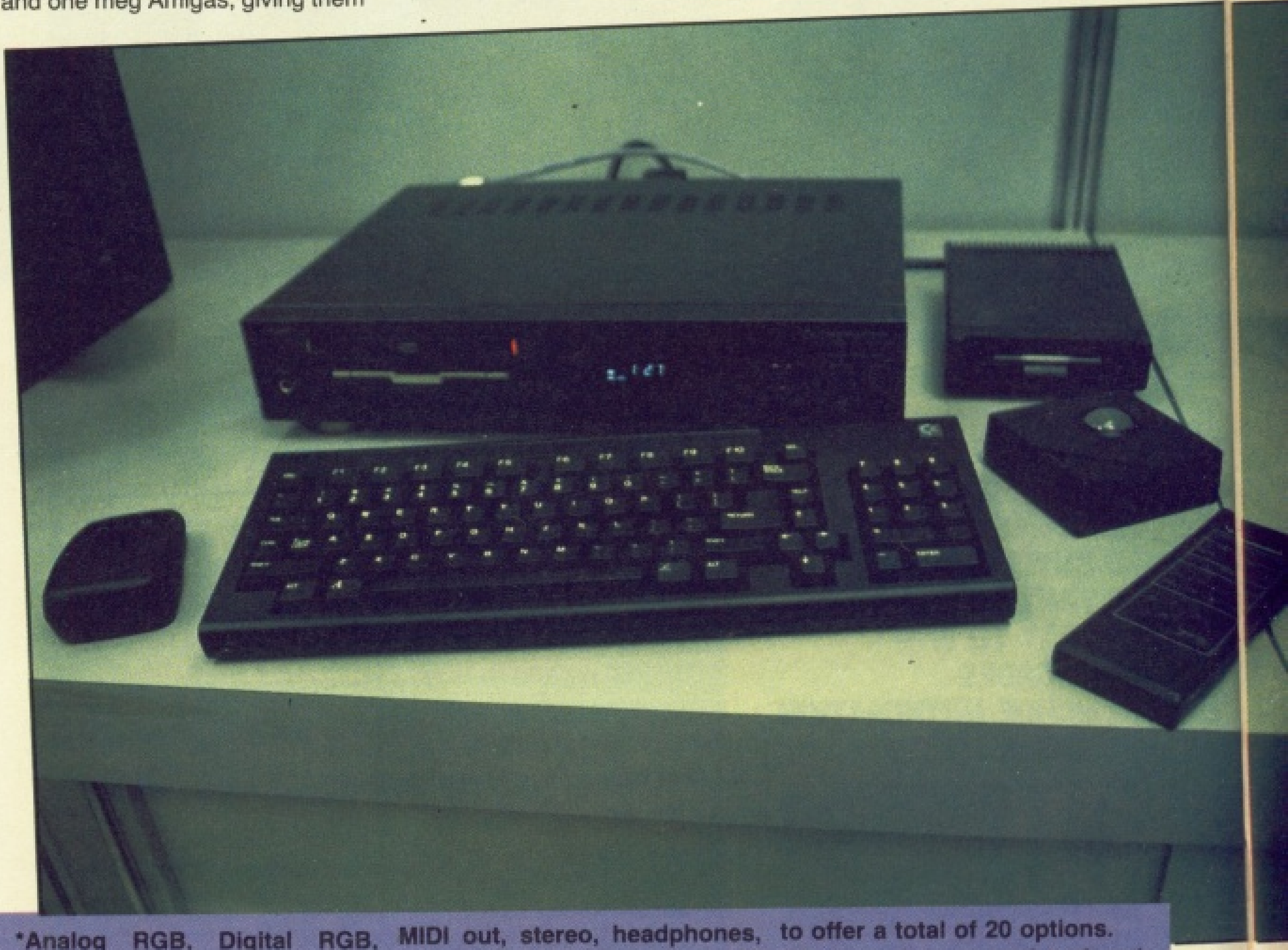
Amidst a flurry of publicity, Commodore's matt black Amiga CD "baby" was officially launched at the recent CES Show in Chicago. And the CD-TV, as it is known, will expand and extend the Amiga, threatening to take it one step further to the realms of the fabled CDI. CU reports back from CES and exclusively presents the first official photos of the production model.

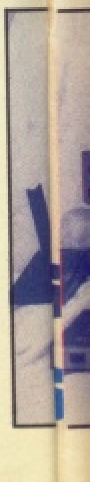
Suddenly the complete home entertainment system is within our grasp, combining computer, music, videos and stereo sound. The future has been seen and it is the Commodore CD-TV.

Quite simply, it could move computer gaming into a new age. And Amiga owners already have a huge advantage over other computer owners. Commodore plans to release upgrades for the 512k and one meg Amigas, giving them full CD-TV capabilities.

So what will the Commodore CD-TV do? It can run Amiga CD ROM software, play CD quality audio while displaying graphics, play standard CDs, link to an Amiga computer and other musical keyboards. It will enable huge amounts of graphical and sound data to be stored, adding an amazing new dimension to gaming. All that from a machine which looks more or less like a standard video cassette recorder.







TECH SPEC

*The CD-TV's circuitry is based on existing Amiga designs plus custom chips for CD-ROM interface and infra-red control
*One Megabyte RAM, 2K non-volatile RAM for system, 512K ROM including audio CD routines.
*Internal intelligent video slot, for optional genlock etc, 15 pin edge connector, DMA networking slot.
*Analog RGB, Digital RGB, Composite video, component video Y-C, RF modulated, optional genlock capabilities.
*Graphics: 320*256 non-interlaced 32 colours; 640*256 non-interlaced 16 colours; 320*512 interlaced 32 colours; 640*512 interlaced 16 colours; video display 512 lines, 50Hz, 6 bitplanes, 8 sprites per scan-line.
*Ports: Centronics, RS232, external floppy disk, controllers, MIDI out, stereo, headphones, personal RAM card for up to 64K status storage.
*CD-ROM specification: Sony/Philips type CD-ROM; Data readout 153-171 kb/second (2 Mbytes/second in burst mode); average access time 0.5 seconds; data capacity, 540 Mbytes; capable of sound mapping Amiga-generated sound over CD sound.
*Infra-red controller featuring 10 function keys plus shift key to offer a total of 20 options.
*Console-type control pad and two select keys.
*CD audio controls for reverse, forward, play/pause, headphone volume and stop keys.
*Accessories available for the CD-TV are thought to include an external floppy disk drive, keyboard, ROM/RAM cards, Genlock, Keyboard and modem.
*It also features a plug-in smart card capability.

LACK IN TOWN





Many US and UK software houses are investigating producing new software or upgrading existing games for what could be the ultimate multi-media, multiplayer games machine so far.

Here, CRL is working on a new version of *Herewith the Clues*, the whodunnit game based on the 1930s crime dossier by Dennis Wheatley and Virgin Mastertronic will release its interactive educational game *North Polar Expedition*. Other software houses remain tight-lipped. In the USA LucasFilm is known to be working on CD-TV projects.

Meanwhile, Commodore itself is confidently predicting a whole new category of family games.

This amazing Commodore CD-TV will probably be launched in the UK this September. The price is thought to be around £600 for the basic unit.

Disks will sell in America for between $30 and $100.

The CD-TV was previewed at the Summer Consumer Electronics Show in Chicago. Nolan K. Bushnell, general manager of Commodore's recently formed Interactive Consumer Products Division, says: "CD-TV is the next logical step in the evolution of consumer electronics. It provides capabilities far beyond any currently available entertainment system, yet it is remarkably simple to use. If you know how to change TV channels with a remote control, you can take full advantage of CD-TV."

Bushnell, adds: "We do not think of CD-TV programs as software. Instead the concept that drives CD-TV is that of an electronic interactive, instantaneously accessible library. We will have fiction, non-fiction, reference and entertainment titles that provide consumers with a truly unique source of information and entertainment."





FORTHCOMING ATTRACTIONS

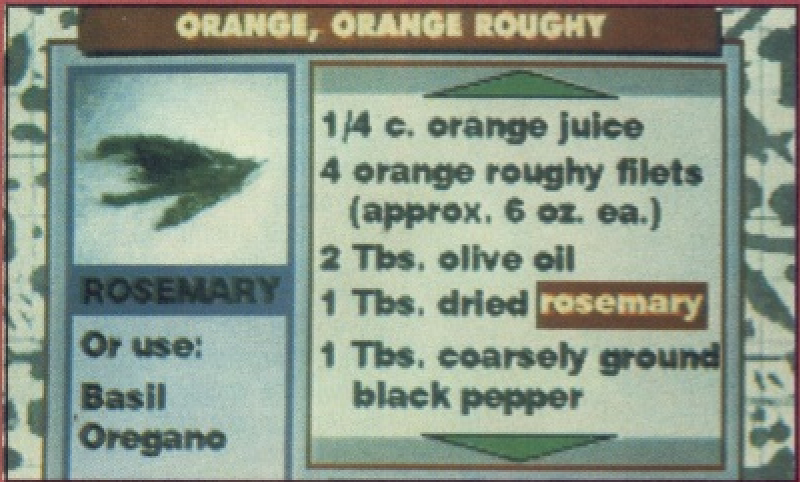
Already there's been plenty of CD-ROM action from companies like EI, Mirrorsoft and Sierra, and it looks like their classics will end up on CD-TV as well.

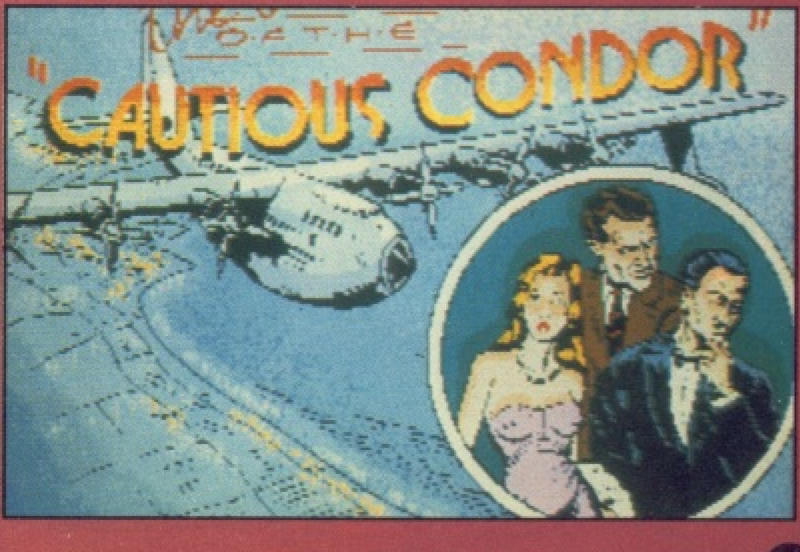
From Sierra there's *Heart of China*, a thirties style adventure set in the orient. And Sierra are considering revamping some of their old big sellers like *Mother Goose* and *Kings Quest*.

There's also the likelihood of *Rocket Ranger* and *Defender Of The Crown* appearing from Mirrorsoft, though this has not been confirmed yet.

Titus are rumoured to be converting *Dark Century*. Their new signing with Disney may also open new channels, as the CD-TV could present a new depth of real time animation and sound which could generate some interest at Disney HQ.

Definite releases include *The Case Of The Condor*, a period, icon-driven sleuth adventure. For people who wish to bear away from the games side there's the CD recipe book shown here, atlas and encyclopaedias.





BUZZ

ALIENS VS PREDATOR



It's the ultimate confrontation: The Aliens' mother brood in a fight to the finish with Predator, the alien manhunter.

Taking their inspiration from the new *Aliens vs. Predator* Dark Horse comic book, Activision are developing a computer game based on the two classics from Twentieth Century Fox. Forget King Kong versus Godzilla, this is a confrontation for the nineties! With movie sequels to both Aliens and Predator planned for release in the coming year Activision are sitting on what could be the biggest selling-game of all time.



SPIDERS FROM TITUS

Walt Disney and Titus have linked up to provide the best in Disney entertainment on the Amiga. CU was first to break the news about Titus's *Dick Tracy* game and we can now reveal that *Arachnophobia,* the spectacular new Spielberg thriller, is next in line. *Arachnophobia* will be an arcade-style action game that pits one or two players against a new strain of super-spiders. Your firm, Bugs-Be-Gone, is hired by the US Department of Agriculture to track down the lethal and extremely aggressive Queen spiders and wipe them out.

REACH FOR THE SKY

Two contrasting flight sims are under development. The first, *Knights of the Sky,* is set in World War One and allows the player to square off against Manfred von Richtofen, the Red Baron. Instead of navigating by computer, pilots in the game will have a compass and map. Over at Electronic Arts, you can enlist in the Soviet Elite Air Corps and attempt to thwart the efforts of independent operatives working to keep the Cold War alive. Featuring the Sukhoi attack plane, *Gorbachev's Ace: The SU-25* will be winging its way onto the Amiga next year.



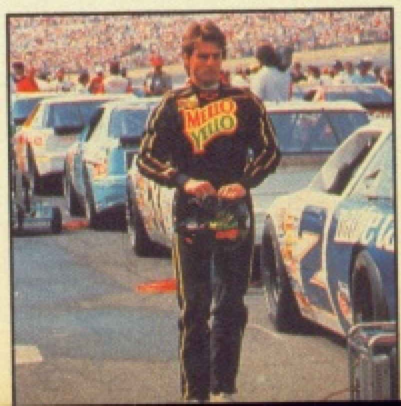
RAT RACE



It's a dog-eat-dog world and Sierra aim to land you right in it with their latest game, *Keeping Up With Jones.* Compete against three opponents to be the first to achieve the most money or happiness and the best education and career. There's plenty of real-life pit-falls along the way such as being mugged, losing investments, getting the sack or defaulting on loans. It's a pig's life alright.

ROLLING THUNDER

Mindscape have snapped up the licence for the latest Tom Cruise blockbuster, *Days of Thunder.* Taking an action-packed look at North American Stock Car Auto Racing, the film features lots of in-car action as drivers hack round banked circuits at incredible speeds.



The computer game will use filled-in vector graphics to reproduce the different tracks on the circuit, including Daytona Beach and Indianapolis. It's a fast-action driving game with multiple camera angles and players will be able to customise their car for maximum speed and handling capabilities.

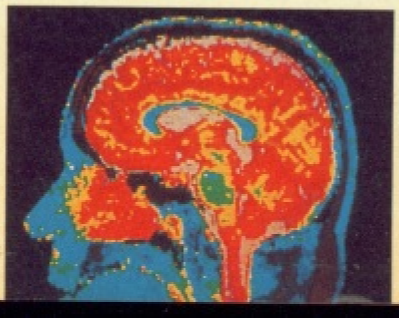


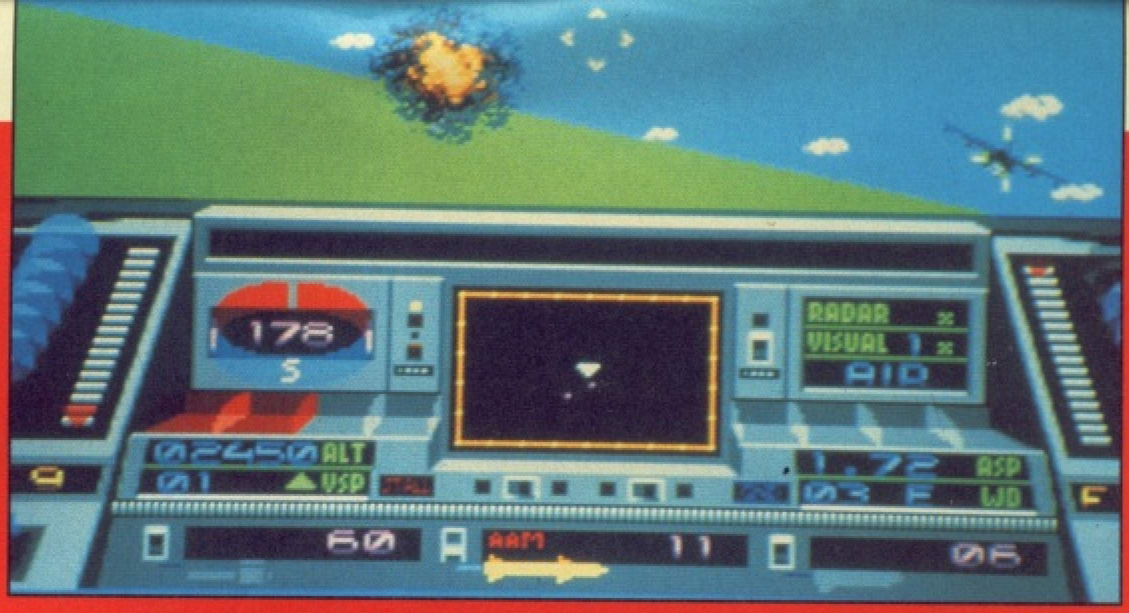
KNICKERS IN A TRIS

Following up their success with the sort'em and stack'em games, *Tetris* and *Welltris*, Soviet game designers Alexy Pajitnov and Vladimir 'Mine's a double' Pokhilko have come up with a third mind-puzzling game, *Faces (Tris III)*. This time the blocks are horizontal slices of famous people's fizzogs. As the pieces fall down, the player has to stack them in the correct order to form a face. A complete face earns points but a perfect face gets a bonus. So, although you can stack President Bush's nose on Mrs. Thatcher's face, it's best to try and match up the correct features. Make a mistake and the pieces will turn to marble, the stacks will grow, and you'll have less time to think.

BRAIN DEAD

No, we're not talking about our staff writer, Mark Patterson, but the latest game from Software Toolworks. Even before *Life & Death* makes its debut in this country comes news that *Life & Death II: The Brain* is being prepared for the operating table. In *Life & Death II* you go straight to the heart of the matter, or rather the brain. Before you operate you can choose your team, consult with the chief neurosurgeon and seek advice from an on-line medical classroom. Your skill with the scalpel will determine whether your patient makes it to recovery . . . or the morgue.





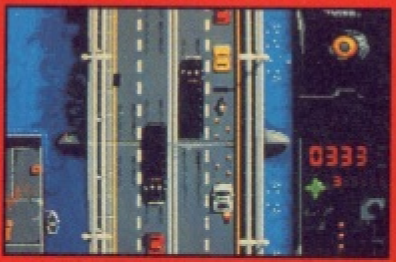
SNOW STRIKE

It's 1999, America's drug problem is out of control. Drastic action is needed and the President of the United States orders a squadron of F14-LCB COSMOS attack craft into South America to wipe out the problem once and for all. Thanks to satellite reconnaisance, the drug barons' hideouts have been mapped and mission profiles completed. Now it's time for the first solo attack . . . US Gold says no to drugs! Out in August.



THE SPY WHO LOVED ME

Ransacking the Bond archives, Domark are producing an Amiga version of The Spy Who Loved Me, released in 1979 and starring Roger Moore. It's a multi-level shoot'em up and a race against time as Bond's archenemy, Karl Stronberg, prepares to nuke New York and Moscow. As Bond you take delivery of a souped-up Lotus Esprit and battle it out with Stronberg's henchmen, trucks, motorbikes and rogue sidecars. September release.





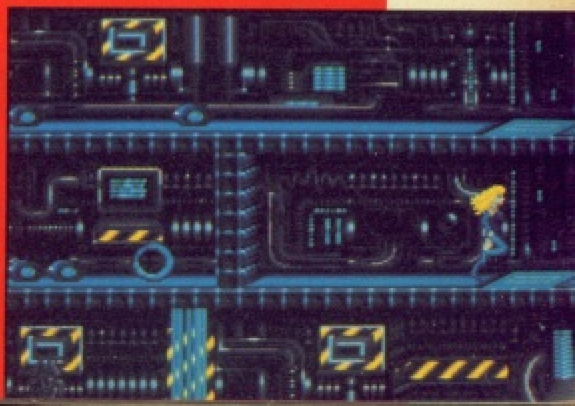


LEGEND OF FAERGHAIL

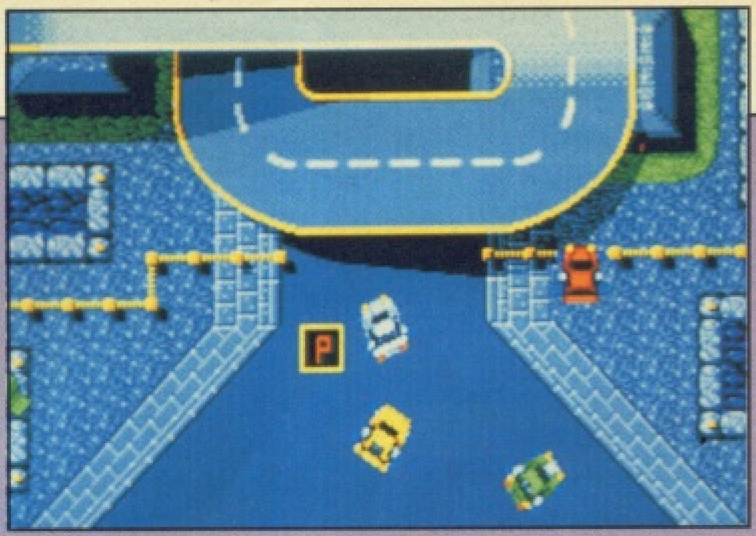
Killer elves are rampaging through the land of Faerghail slaughtering all who cross their path. But from out of the carnage comes a warrior to defeat them. With 80 intelligent adversaries who not only attack, but track and trap the player throughout the game, things ain't going to be easy. Other features include 8 different dungeon sectors, each with over 4 levels, two worlds and different character languages to learn. A role-playing game from Rainbow Arts.

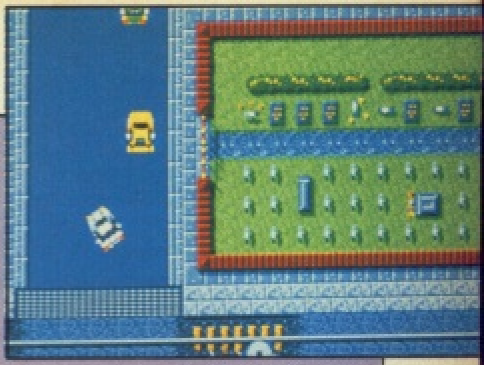
FINAL COUNTDOWN

It's the far future and a giant interstellar craft is heading towards Earth. As commander of the armed forces it's your job to beam aboard the ship, defeat its sophisticated defence mechanisms, and stop its deadly passage through the solar system. With a gameplay similar to Impossible Mission, you must hack into the ship's computer to gain access to information and different rooms to accomplish your mission. Using keyboard and joystick commands, Final Countdown is released by Demonware/The Software Business at the end of July.



BUZZ



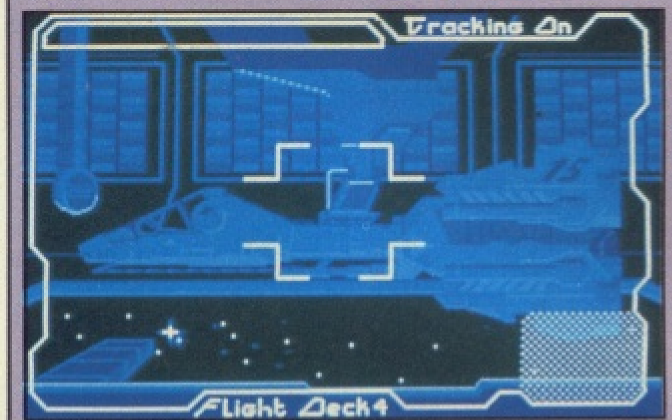


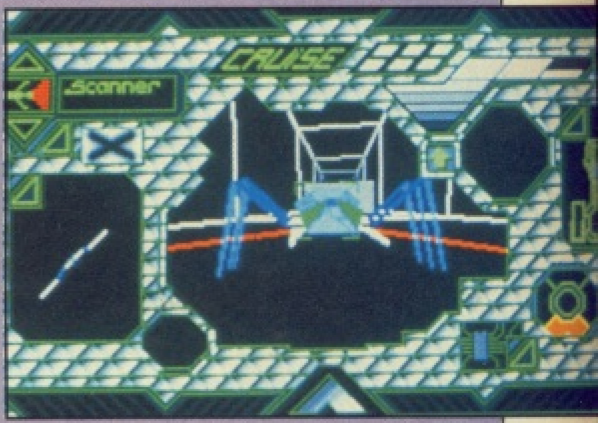


NITRO

With a choice of vehicles, including a rally car, formula one or buggie, *Nitro* from Psyclapse includes a night sequence in which the only glimpse of the track is that illuminated by the vehicle's headlights. There are nine different sets of race sequences, each one run over four distinct terrains — city, forest, desert and the holocaust section. Acquire extra gasoline from canisters which roll across the track and achieve better acceleration, road holding or affected repairs by collecting money which blows across the screen. Out in August.

MAGIC FLY





Pilot the ultimate space fighter of the future! You're a member of the 'Magic Fly' Squadron, part of an elite force policing the edges of the known Universe. Flying a T2 search and destroy craft, the objective is to penetrate the vast network of the CETI operations centre and gather information on a secret enemy prototype fighter. Featuring 3D solid vector graphics, with over 30 different alien craft to overcome in fierce combat, *Magic Fly* should be in the shops by August.

METAL MASTERS

Imagine building the ultimate robot which is as tall as a building and powerful beyond belief. Imagine building it from scratch, slowly creating the robot of your dreams. Imagine entering this robot in gladitorial contests against other super-robots, accumulating fabulous wealth as the machine wins each round. All this can come true in Infogrames' *Metal Masters*, where the aim is to fight the supreme robot, get rich beyond your wildest dreams and reign supreme.





MURDER IN SPACE

It's 2005 and you're onboard an orbital space station investigating a murder attempt on one of the 8 members of the crew. The tension is mounting fast, — you must act quick to stop the situation getting out of hand. *Murder In Space* relies on animated dialogue and allows the player to pilot the space station. The onboard computer and the video contact with Earth help in the investigation. The space station is a supposedly accurate representation of future bases in space based on current projections and plans. Out on the Infogrames label.

BUZZ



TIME MACHINE

Poor Professor Potts! The target of a terrorist attack, he's been thrown into a time warp and zapped back to prehistoric times. His only way to return to his own time is to manipulate history from the year dot right up to the present day. The future must be created by interfering with evolution, but Potts must also protect his forebears and the environment or he'll become extinct. Certain tasks must be completed in each zone and travel between both time and space is possible by using a limited number of reusable travel pods. Time Machine, a 4D fantasy role-playing arcade adventure is out in August on the Activision label.

FIGHTER BOMBER AMD



The Advanced Mission Disk for Activision's *Fighter Bomber* is ready for take off and will be in softshops from July. There are now sixteen more exciting and demanding missions to fly including wiping out an entire flottila of enemy ships without refuelling or rearming and defending a civil airport from advancing and heavily armed ground troops. Remember, the AMD must be used in conjunction with the original Fighter Bomber disks.

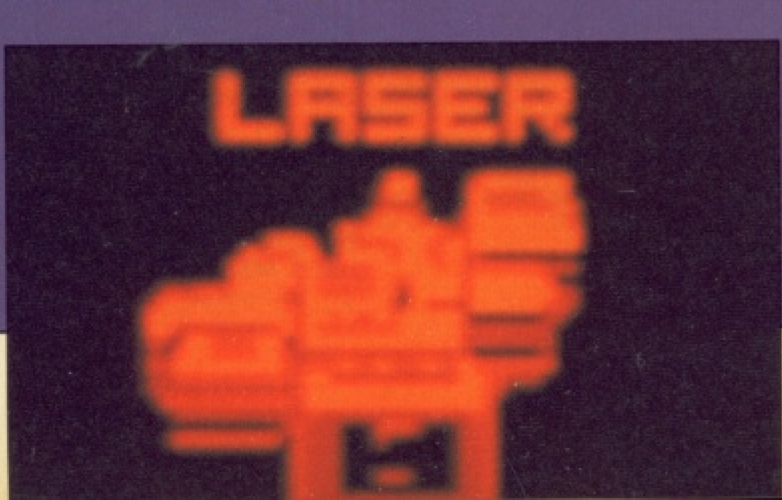
MATRIX MARAUDERS

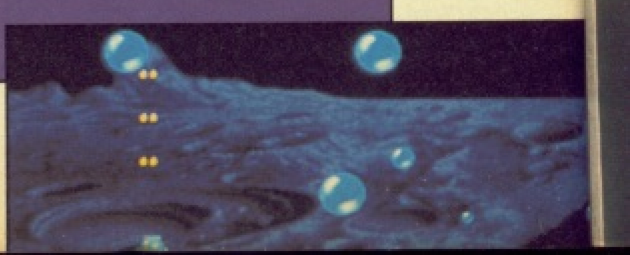


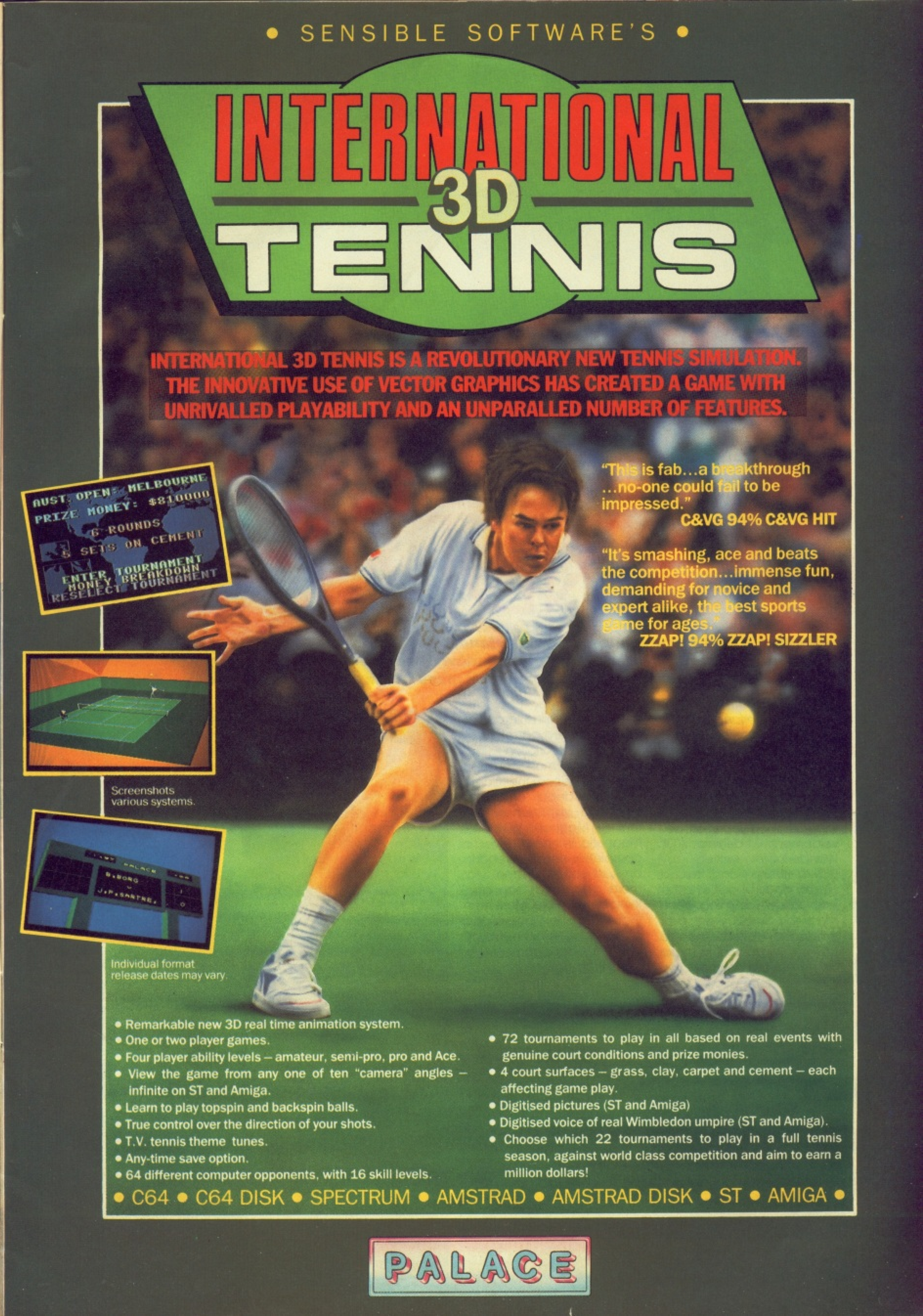
Outdrive and out-think oppponents in a futuristic 3D racing game featuring a no-holds barred contest where the penalty for losing is death. The player is guided by his/her own personal talking navigator which helps you through the race. Dropped from a mother spacecraft, you'll face eight increasingly chailenging levels of difficulty together with ever more fearsome adversaries. Awaiting the winner is the Grid of No Return, constructed by prisoner droids in a Black Hole. Psygnosis warn that this isn't a game for the novice, but for someone who has razor sharp reactions. Out soon.

OOPS UP

Featuring a soundtrack by chart-topping popstars, SNAP, *Oops-Up* is a shoot'em up platform game. An entire legion of alien nasties are out to stop you. With between 2 and 30 bouncing cubes, bubbles, slime and aliens on screen to shoot at plus a variety of moving, static and disintegrating platforms, this'll take some cracking. Out soon from Demonware/The Software Business.






• SENSIBLE SOFTWARE'S •
INTERNATIONAL
3D
TENNIS
INTERNATIONAL 3D TENNIS IS A REVOLUTIONARY NEW TENNIS SIMULATION. THE INNOVATIVE USE OF VECTOR GRAPHICS HAS CREATED A GAME WITH UNRIVALLED PLAYABILITY AND AN UNPARALLED NUMBER OF FEATURES.
AUST. OPEN: MELBOURNE
PRIZE MONEY: $810000
6 ROUNDS
5 SETS ON CEMENT
ENTER TOURNAMENT
MONEY BREAKDOWN
RESELECT TOURNAMENT
"This is fab...a breakthrough ...no-one could fail to be impressed." C&VG 94% C&VG HIT
"It's smashing, ace and beats the competition...immense fun, demanding for novice and expert alike, the best sports game for ages." ZZAP! 94% ZZAP! SIZZLER
Screenshots various systems.
Individual format release dates may vary.
• Remarkable new 3D real time animation system.
• One or two player games.
• Four player ability levels – amateur, semi-pro, pro and Ace.
• View the game from any one of ten "camera" angles – infinite on ST and Amiga.
• Learn to play topspin and backspin balls.
• True control over the direction of your shots.
• T.V. tennis theme tunes.
• Any-time save option.
• 64 different computer opponents, with 16 skill levels.
• 72 tournaments to play in all based on real events with genuine court conditions and prize monies.
• 4 court surfaces – grass, clay, carpet and cement – each affecting game play.
• Digitised pictures (ST and Amiga)
• Digitised voice of real Wimbledon umpire (ST and Amiga).
• Choose which 22 tournaments to play in a full tennis season, against world class competition and aim to earn a million dollars!
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PALACE



The graphics in Wonderland are stunning.

WONDERLAND

Magnetic Scrolls' new release, *Wonderland*, promises to reinvest the adventure game. A totally new games system, Magnetic Windows, has been developed and the results look astonishing. Keith Campbell gives CU an exclusive preview.

INSIGHT

Wonderland, based on Alice in Wonderland, is a new adventure due soon from Magnetic Scrolls — their first major release since *Fish*, nearly two years ago. But with 30 man-years of development behind it, *Wonderland*, written by David Bishop, and based closely on the book, is different from anything else Magnetic Scrolls have ever produced. At twice the size of *The Pawn*, it is set to make at least as big an impact as that milestone game did, with its roller-blind graphics and advanced parser.

Any description of *Wonderland* must come in two parts, since the game sees the debut of Scrolls' new and revolutionary system — Magnetic Windows. Magnetic Windows gives a completely new front end to an adventure game, far more advanced than anything seen before. More than that, Magnetic Windows as a software tool is not restricted to the development of adventure games, nor even games. It can be used to





Above: The magic-like Caterpillar has a smoke atop his mushroom.

Left: Name that tune!

Right: The winding road to success.





Tailor the game to the way that suits you best.



Tedious keyboard commands become a thing of the past.



The detail is staggering.

develop completely different packages, such as word processing or spread sheets.

Imagine all the irksome things that can make adventure playing tedious heavy keyboard work with inevitable typing errors that slow the play down; the necessary map-drawing with its constant revisions as it threatens to spill over the edge of the page; remembering or writing down detailed messages that you know you will need later in the game; and typing your way from one end of the map to the other, and back, to retrieve an object you've left behind.

All these become a thing of the past with MW — but only if you want them too! The whole system runs in the configuration specified by the player. You can play *Wonderland* as a straightforward old fashioned scrolling text adventure using 'the whole screen as a text window, if that is what you enjoy. But if you want, you can bring in graphics, and choose the size of the window. Now add some music, bring up a compass icon to ease moving around, and perhaps resize a few windows to make room for a self-drawing map. Now your text window is probably smaller, and you may want to read something that has recently disappeared off the top. You can use the scroll bar and go back to it. Text that you may need to refer to later in the game can be marked and saved for future reference.

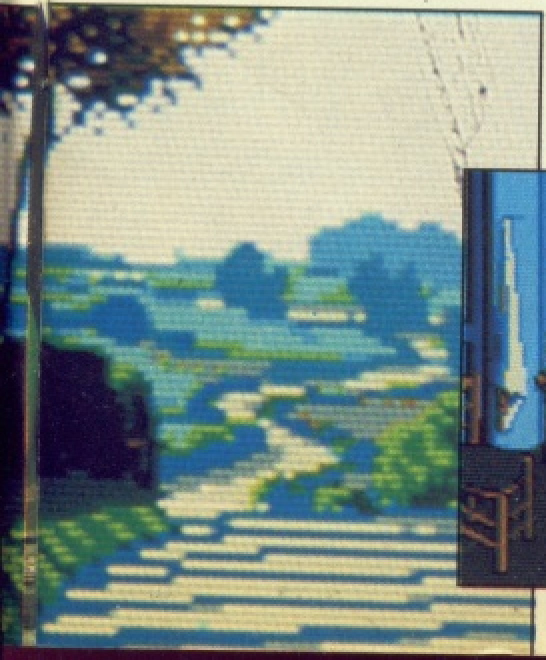
So you're still typing an awful lot? Drop your old habits, and examine objects by clicking in the graphics window, or in the room or inventory windows. A click in a suitable place will display a pop-up menu containing only VALID verbs that can be applied to the object — click again on the appropriate verb, and you KNOW you won't be told you can't do it. No more wasting time trying to pick up something that is just scenery — the room window displays only usable objects!

Alternatively, you can use pull-down menus at the top of the screen to list common verbs, with currently valid ones amongst them highlighted.

Wonderland will be the first of five games Magnetic Scrolls has contracted to produce for Virgin/Mastertronic over the next two years. Game designer David Bishop, whilst sticking very closely to the original Lewis Carrol story, has deviated from it and added some ideas of his own in order to make the story work as a game. However, apart from a few well known quotes from the characters ('Oh my ears and whiskers!' for example) David has written the game text himself.

The artwork, too, is new. One or two of Magnetic Scrolls favourite artists have produced the graphics, some cleverly animated, whilst the 'hardcopy' artwork has been created by Dermot Power, including two astounding items that will come in the package — a fabulous colour poster of the Mad Hatter's tea party, and a detailed 3D map that cleverly and faithfully replicates the game map in picture form.

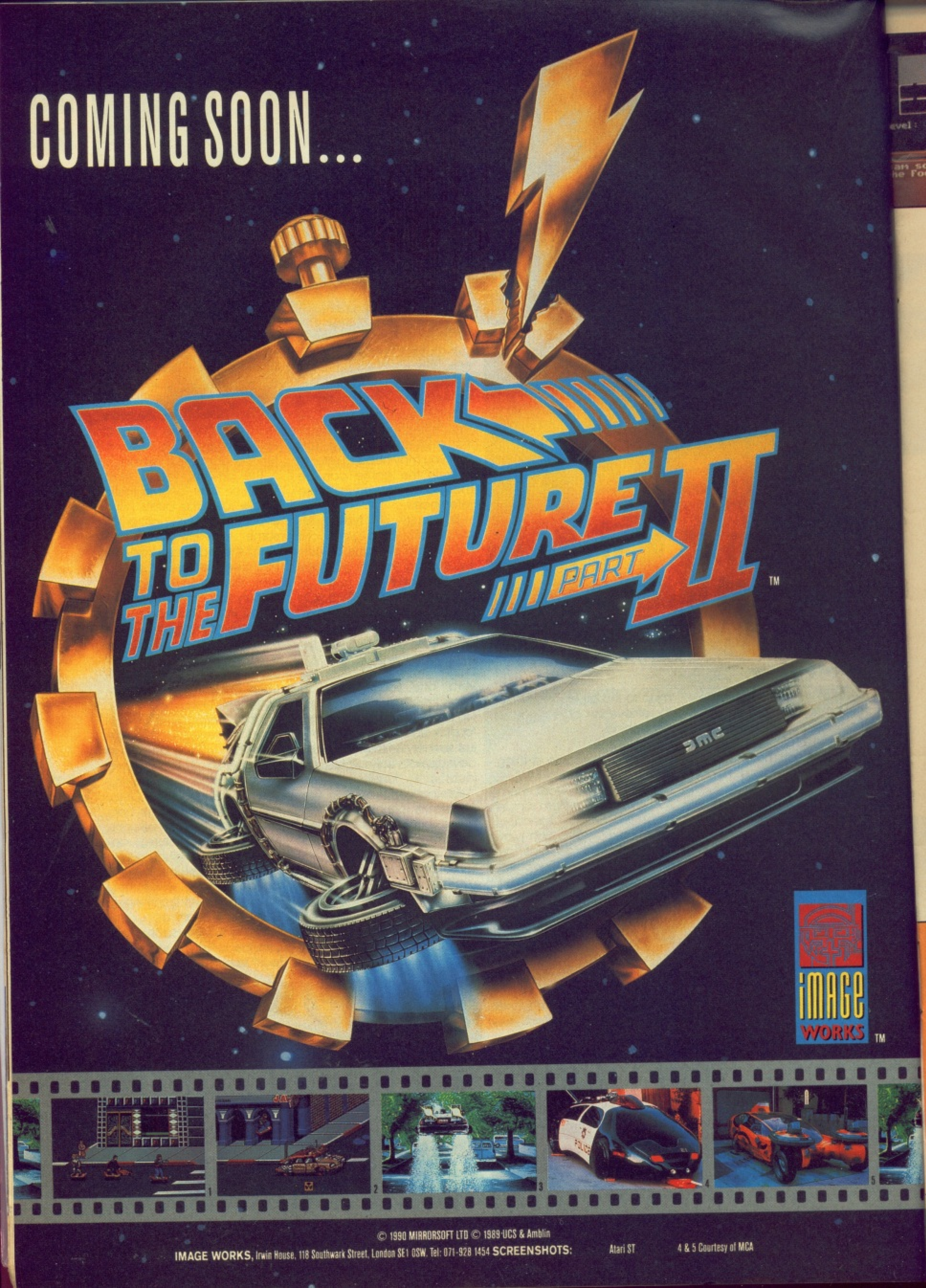
What Magnetic Scolls have achieved is astounding. When will you be able to see for yourself? *Wonderland* for the Amiga will be in the shops in September or October, priced £29.99 for both 500k and 1 Meg versions. Not all the features described above will be built in to the 500k version, but it is too early to say which, and how many, will be missing. Time you thought about uprating to 1 Meg, so that you can be in at the start of a revolution in Adventure!

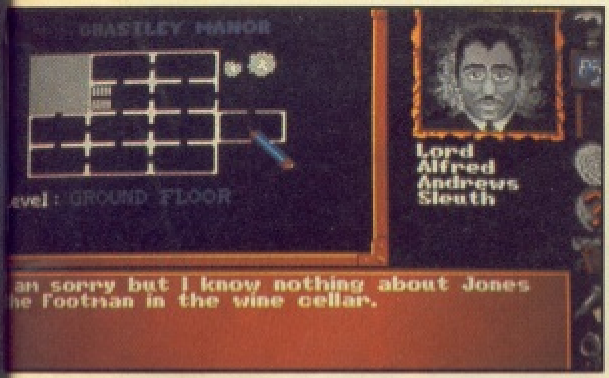




The artwork's new, but similar in style to the classic illustrations.




COMING SOON...
BACK TO THE FUTURE PART II ™
DMC
IMAGE WORKS ™
1
2
3
4
5
© 1990 MIRRORSOFT LTD © 1989 UCS & Amblin
IMAGE WORKS, Irwin House, 118 Southwark Street, London SE1 0SW. Tel: 071-928 1454 SCREENSHOTS: Atari ST 4 & 5 Courtesy of MCA



He's obviously guilty.



Ahh, but I think you do.



Meet the programmers.

MURDER

Death! Mystery! Intrigue! The latest game from US Gold has the lot. Mark 'Magnum' Patterson asks whodunnit and blows the gaff.

Detectives come in all shapes and sizes, from Charlie Chan to Jessica Fletcher, but few of these super-sleuths have made it in the home computer stakes. That's surprising if you consider how popular detective novels, TV shows and plays are with the public at large. All this is about to change.


The Daily Chronicle
May 19 1941
ACQUITTED!
Mrs Susan Knight is proved innocent of the murder of Lord Freddy Dyson.
DISHONOURED
REALEASED
UNAVENGED
EXHIBIT

Following hot on the heels of CRL's *'Herewith the Clues'*, USG are set to launch *Murder*, a *Whodunnit* of epic proportions. Oxford-based duo Jason Kingsley and Grant Harrison are the team responsible.

Murder casts you in the role of an amateur detective present at a dinner when one of the guests comes to a sticky end.

As Jason Kingsley explains: 'We wanted to create a game with lasting appeal which would stand out from the usual conversions and licences on the market. There are literally thousands of different murders to solve, though not in the same game!'

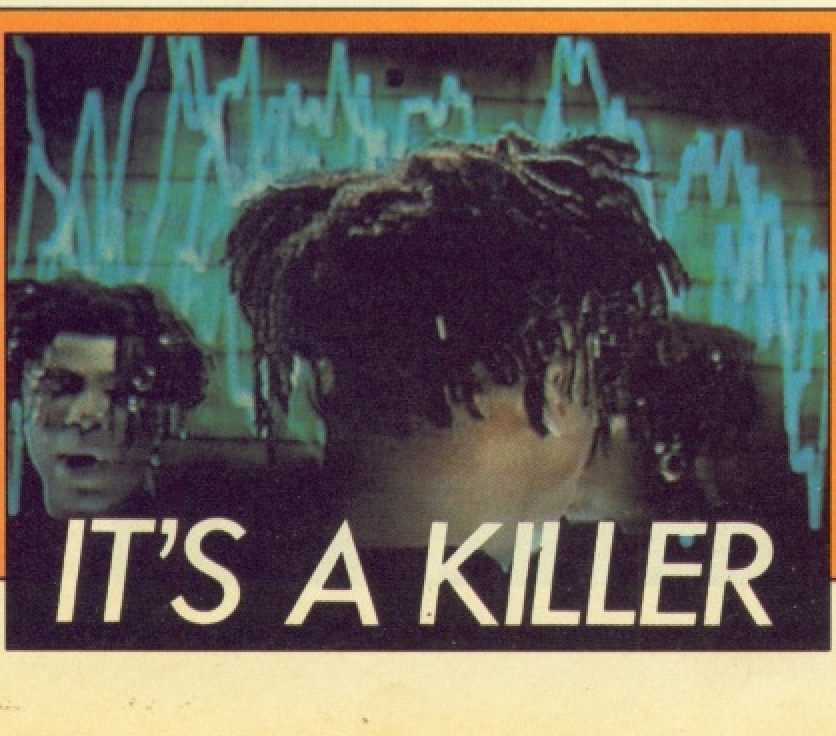
The graphics are a throw back to the 3D styles that were popular five years ago, but rarely seen on the Amiga until games such as *Cadaver* and Electronic Zoo's *Treasure Trap* were released.

Murder features between fourteen and thirty characters, depending on what level of skill you're playing at. Each character interacts with everyone else, and the game runs through the whole gamut of emotions from love to hate and back again. People's feelings help give a twist to the plot so that you're always pointing the finger at the wrong guy. 'Nearly everybody will give you a straight answer,' Jason explains. 'Though there are times when blackmail and affairs of the heart come into play so the case becomes more difficult as people cover up for each other.'

Proving who committed the murder is a matter of collecting finger prints and analysing clues gleaned from people who knew the victim. You can question suspects on a number of subjects such as where they were at the time of the murder, did they see anyone or how well Mr X gets on with Mrs Y.

All the clues you come across can be scribbled automatically into a computer note book, so you don't have to fiddle with a pen and a packet of Post-it notes. You can also manipulate events to force the hand of the murderer.

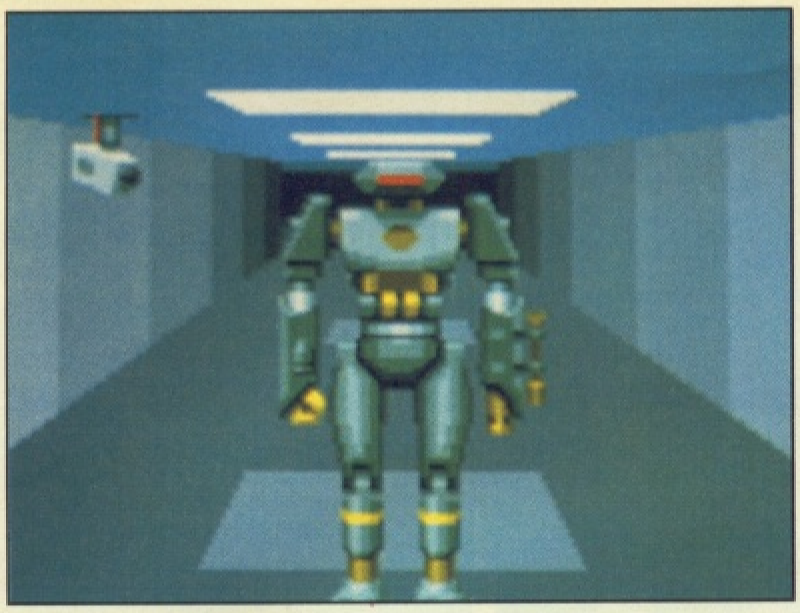
The game is nearly finished. Providing nothing untoward happens, we should have a full review next month.



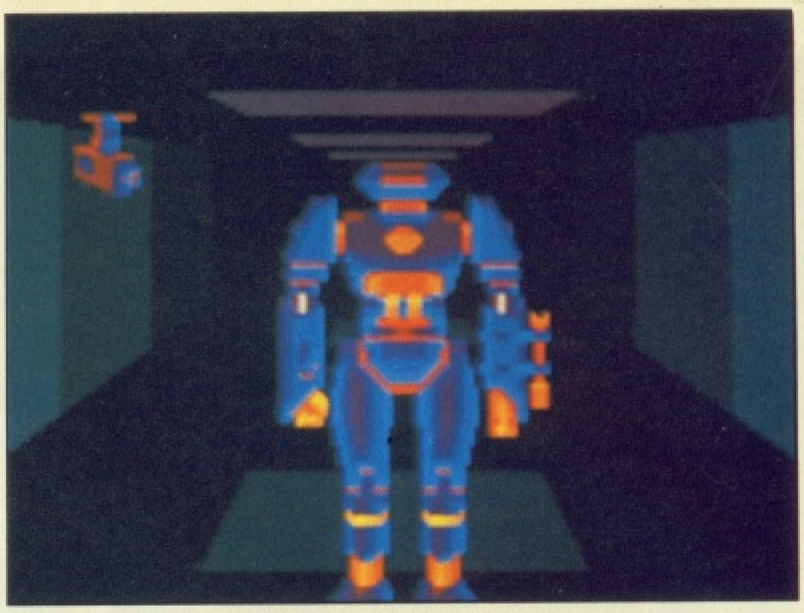
IT'S A KILLER

Mutder represents Jason's second forray into the computer game market, having worked on Mirrorsoft's soon-to-be-released *Blade Warrior*. He's also interested in video work. Recently, he's been involved in working on the video for Adamski's number one single, *Killer*. 'It was the Eurythmics' ex-producer who approached me about the video. Using blue matt backgrounds and a hundred grandsworth of equipment we put together the sequence with the guy dancing on grey slabs with a red sky in the background. All I had to do was trace underneath him with the cursor; the Amiga did the rest.'





A robot guard approaches.



The same guard viewed through a thermal camera.

CORPORATION

CU's Dan Slingsby visits Core Design to check out Corporation, their new sci-fi role-playing adventure.

Core Design's offices, on the outskirts of Derby, are a hive of activity. Amigas and ST micros are everywhere, people are popping in and out all the time, and the clickety-clank of keyboards is never far away. In fact, it's just like the EMAP offices but without the bin loads of games, leaking roof, and stacks of magazines swept under the carpet.

Many of Core's programmers work in-house. During my visit people were working on *Torvak the Warrior*, a horizontally scrolling hack 'em and slash 'em, and *Carve-Up*, a horizontally scrolling platform game. Such an environment must prove invaluable for the different programming teams — the opportunity to pick each others brains, discuss ideas and techniques and draw on a vast reservoir of talent can only bode well for future gamesware.

First onto your softshop's shelves will be *Corporation*, a multi-level 3D role playing adventure set in the near future. Designed and programmed by Dementia, a software development team responsible for games such as *Mask, Hot Rod*, and *Resolution 101*, a lot of money is riding on the game's success. Core Design have taken a massive financial gamble in making the leap from development house into fledgling softcos and their first few releases will make or break their reputation in the 16-bit market.

To find out how *Corporation* was progressing, I spoke to Kevin Bulmer, head-honcho, game designer and graphic artist at Dementia. Kevin touted the idea round various softcos more than a year ago, but couldn't get the financial backing to develop it. After seeing Bill Allen's impressive 3D routines for *Galaxy Force*, Kevin's interest in *Corporation* was revived. Using Bill's routines as a starting point, it wasn't long before they had fleshed out a gameplan and been signed up by Core on a freelance basis.

The game involves breaking into the multinational conglomerate, Universal Cybernetics Corporation, and stealing an embryo for what is rumoured to be a genetically created killing machine that is near-invincible. There are trip-wires, heat sensitive cameras, poisonous gases, pressure sensors and other fortifications to stop you DEAD in your tracks. On top of all this, there are human and robot guards to contend with as well as the odd genetic experiment on the prowl.

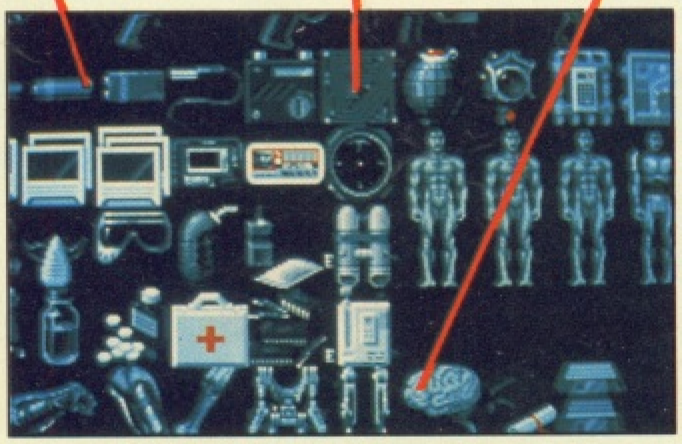
At the start of the game a vast array of sci-fi gadgetry can be bought. However, the size, weight and cost of the equipment and your

INSIGHT

A sprite editor shot featuring a variety of weapons.

Disrupter sheet — can disable robots if walked over.

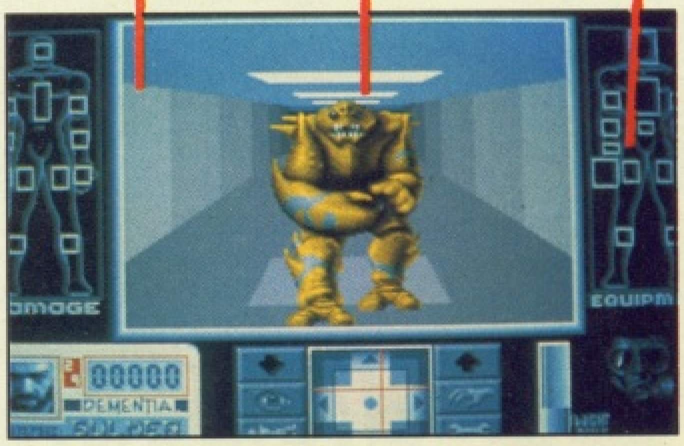
Brain implants to improve specific skills.



Damage chart.

Clawed up and ready to go.

Equipment chart.





One of Kevin's early sketches of a biro-horror.



Mean, green and very, very angry.



An original sketch...



and the final version.

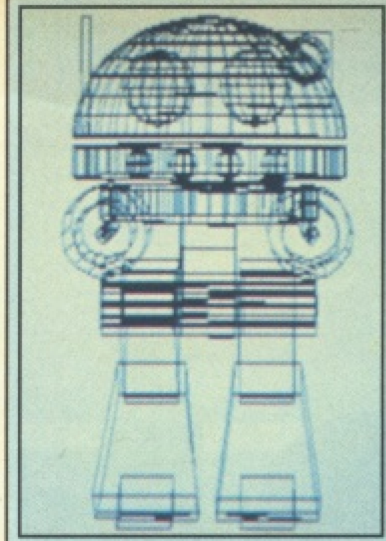
strength, dexterity and endurance levels limit what you can take with you. In the days prior to your mission it's also possible to attend courses to improve your mechanical, electronic and medical skills. These are important if you're injured or a bionic limb or weapon malfunctions. As Kevin explained: 'There's no single linear progression where you must do this or buy that to win. It's possible to complete the game in a number of ways with a variety of different characters, weapons and equipment.'

The hardware that's available is constantly being revised and updated. During the week of my visit, Kevin had added a Psionic-enhancing drug to the weapon's chart. If selected, this will boost a player's psychic abilities such as the ability to leave your body, walk through walls, levitate, mindblast opponents or increase your molecular density to Superman-like invincibility.

Comparisons to *Dungeon Master* are inevitable. 'I was a great fan of *Dungeon Master*,' Kev confesses, 'but I wanted to do something better. In *Dungeon Master* movement is restricted to 90° turns and what seem to be 10-foot jumps along the corridors. *Corporation* gives the player complete 360° rotation. You can walk, run jump or inch forward, turn on the spot, turn all the way around, step or jump sideways, pivot backwards, walk in a circle, peer round corners and squat down. We've also got better animation and the whole thing is much faster.'

Viewing the game on both the Amiga and an ST, the difference in colour and graphics was immediately apparent. The ST is only capable of displaying 512 colours compared to the Amiga's mighty 4,096. As a result, the graphics on the Amiga look much sharper and allow for more complex and subtle shading. The Amiga version has a greater number of scanlines. Where as the ST uses the standard 200 scanlines, the Amiga can display 256 giving a far superior screen resolution. The Amiga also lets the player use stereo headphones to give an added dimension to the gameplay. By using them it's possible to get an idea of where an enemy is even if you cannot see him.

From the demos I've seen, *Corporation* looks stunning. All that's needed is a bit of tweaking at the edges and the game should be in your softshop by August.

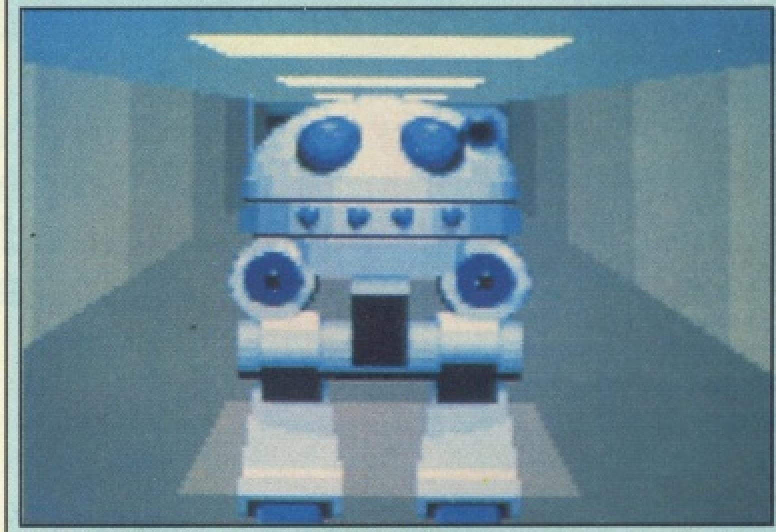


A 3D mathematical model.

DOT-TO-DOT

Most the characters in *Corporation* were drawn on paper and then redrawn on screen using *D-Paint III* and *Zoetrope* applications. However, with the largest and most complex robot, Kevin used *Cybersculpt* which allows the user to create 3D mathematical models. Starting off with a hemisphere for the head of the robot, two cylinders were then placed underneath to represent laser turbines and then individual points were linked up to form polygons. For instance, 8 points can be linked up to form a square and so on.

The data file was then loaded into a companion program, CAD-3D, which can set up a light source and different camera angles and gives a texture to the figure. The comparative piece of software on the Amiga is *Sculpt 3D*.



The completed graphic — one mean mother!

IN THE PICTURE

Core have come up with an interesting marketing idea to promote *Corporation*. By sending in a photograph and a form specifying height, weight and other physical characteristics, a player will receive a disk with a digitised image of themselves on a smartcard which can then be loaded into the game so that they can become one of the agents.



Dan 'Digitised' Slingsby.



Your picture goes here.

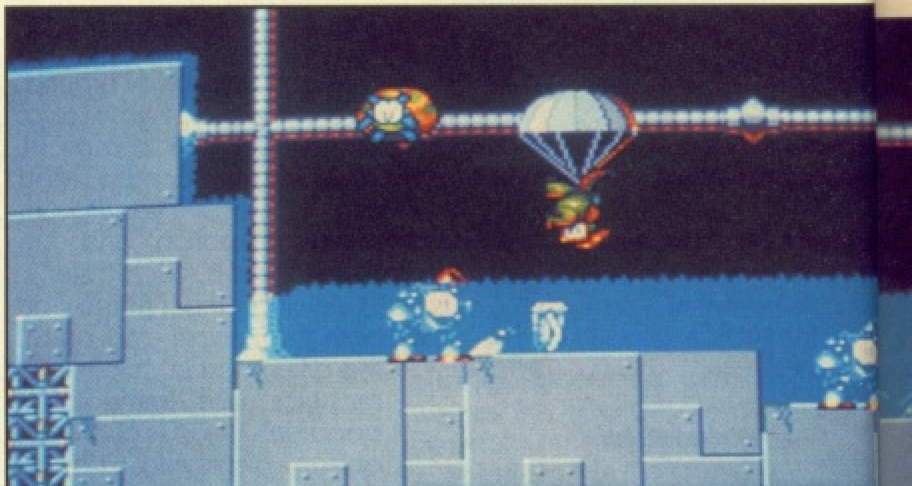
THE CU COLLECT

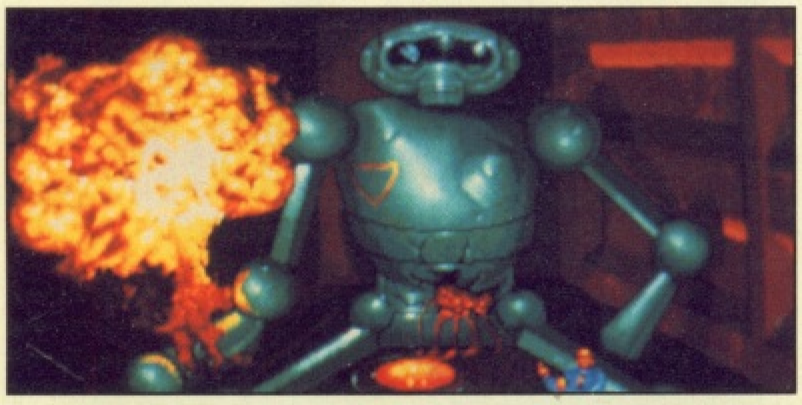
We're simply the best. Better than all the rest, The CU Collection features the hits before they happen. *Flood* and *The Plague* are featured this month. Satisfaction guaranteed.

FLOOD

Introducing Quiffy, a strange green, slimy blob, created by *Populous* programming wizards, Bullfrog, and Electronic Arts.

This innocent underground trash collector is up against it. His a-mazing homeland is being overrun by killer teddies, alien nasties, even by his own ghost. And if that's not enough, his cavernous world is slowly flooding. In each level he must collect trash, fight off his enemies with boomerangs and escape to the surface and teleport to the next level. In the final game there are 42 levels to explore and conquer. It's a map-makers dream. Our demo gives you a taste of what's to come.

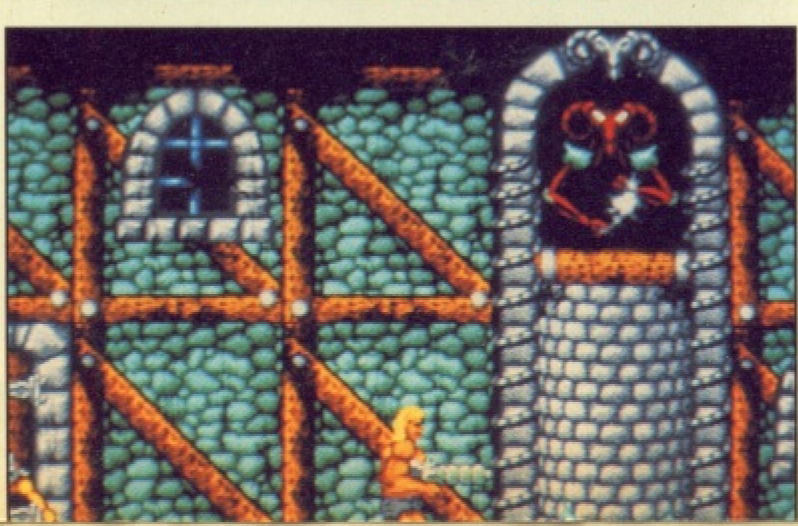


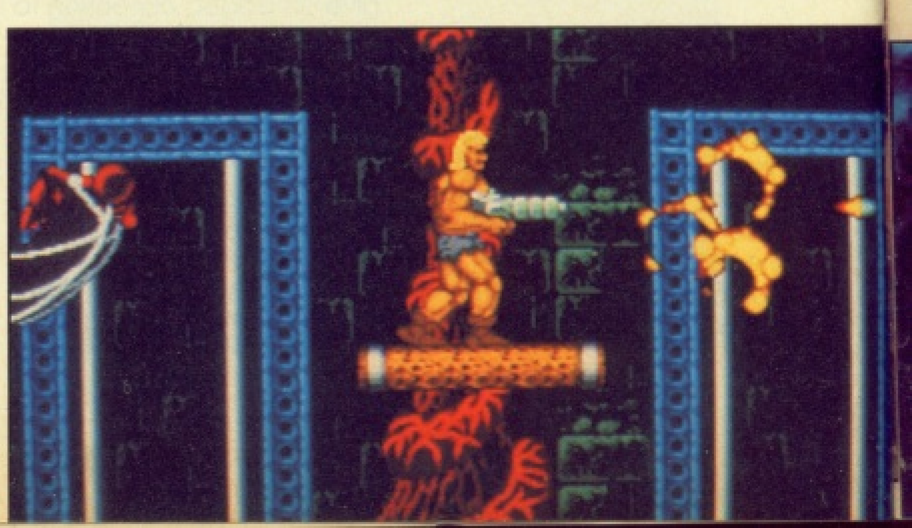


THE PLAGUE

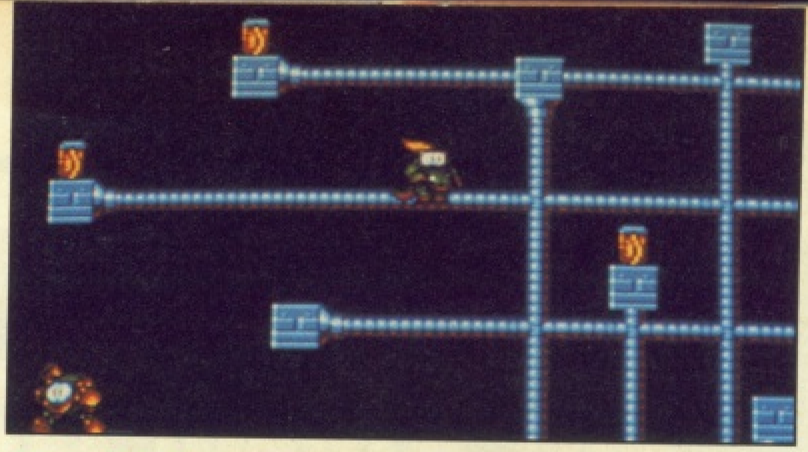
Is this the man to out gun Rambo? This hunk of beefcake is gung-ho for glory. Time's not on his side — insidious plague spreads through his world, creating monstrous mutations, alive and very dangerous.

What we have here is left-to-right, high quality scrolling action from InnerPrise/Software Business. And the action starts at the first touch. Almost instantly our hero is attacked by mutant troops firing harpoon-type darts, huge

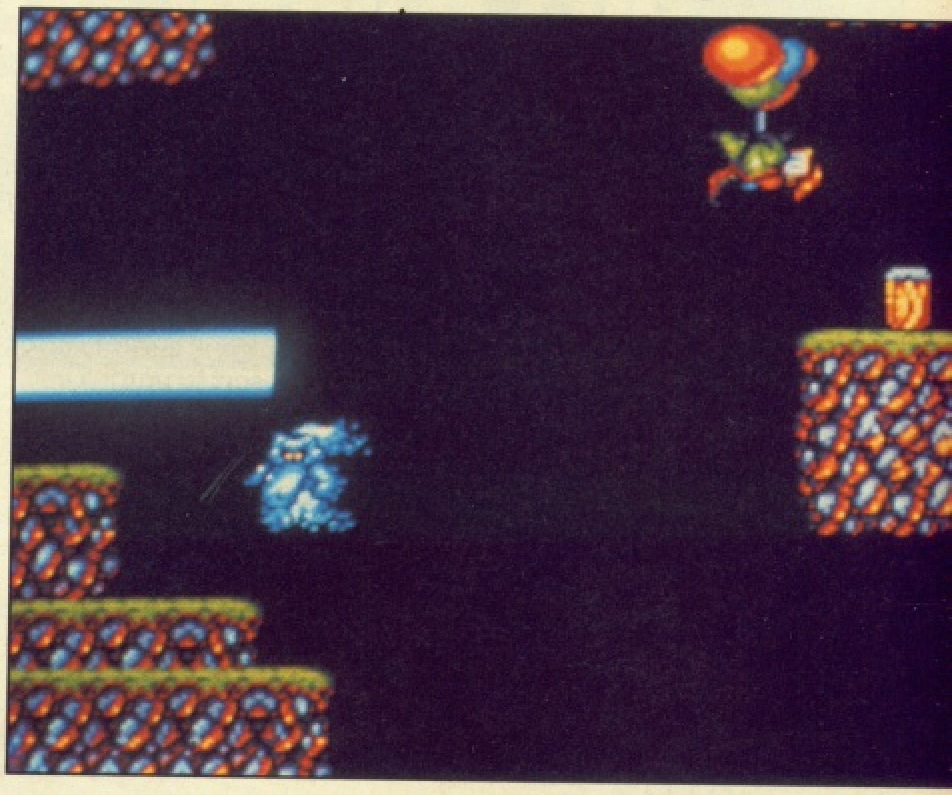


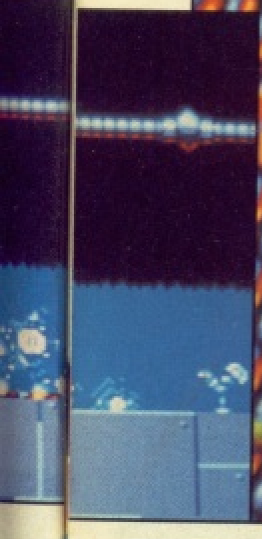


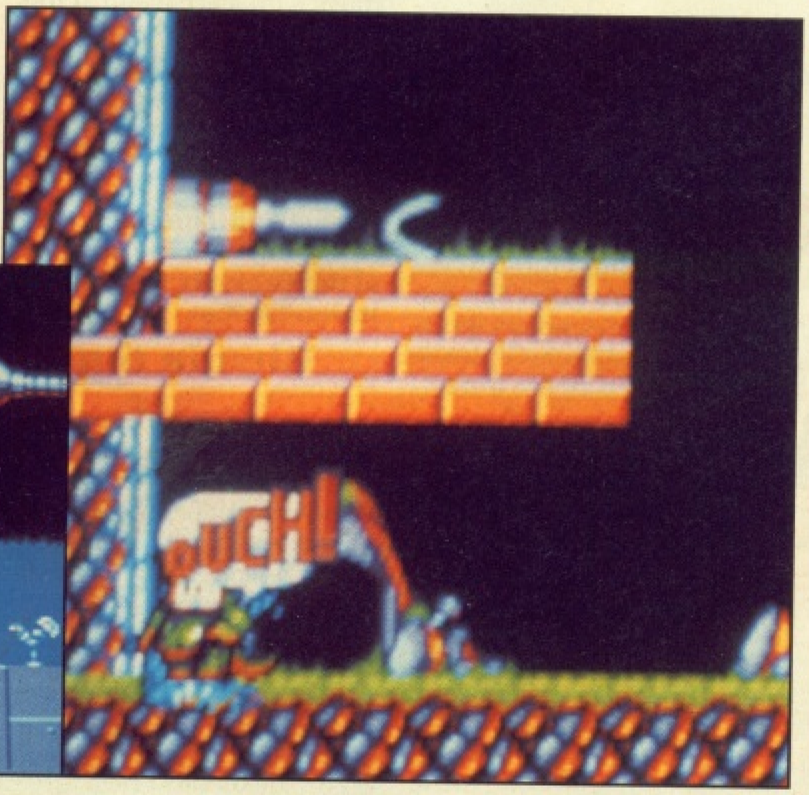
FLOOD, THE PLAGUE, SPECIAL ANIMATION



TION







flies, skeletal-long fish creatures which erupt from the ground, a huge claw, deadly gas bubbles, as he scales a hazardous platform assault course.

And that's not all. Take a look.

But *Flood* and *The Plague* are reviewed in this issue of CU.

So just when you though things couldn't get any better they do. Remember, you ain't seen nothing yet!



SPECIAL ANIMATION



CU faves, Hardwire, programmed the impressive intro sequence to our disk. Better known for their work with Cold Cut, the Amiga experts put together the routine, which features over lapping colour blocks, in less than a day! Now that's fast.

NEXT MONTH

Our next issue's a winner. Featuring two playable demos and a bumper hacks section, look for it in your newsagents from July 26.

BACKCHAT

CU LETTERS

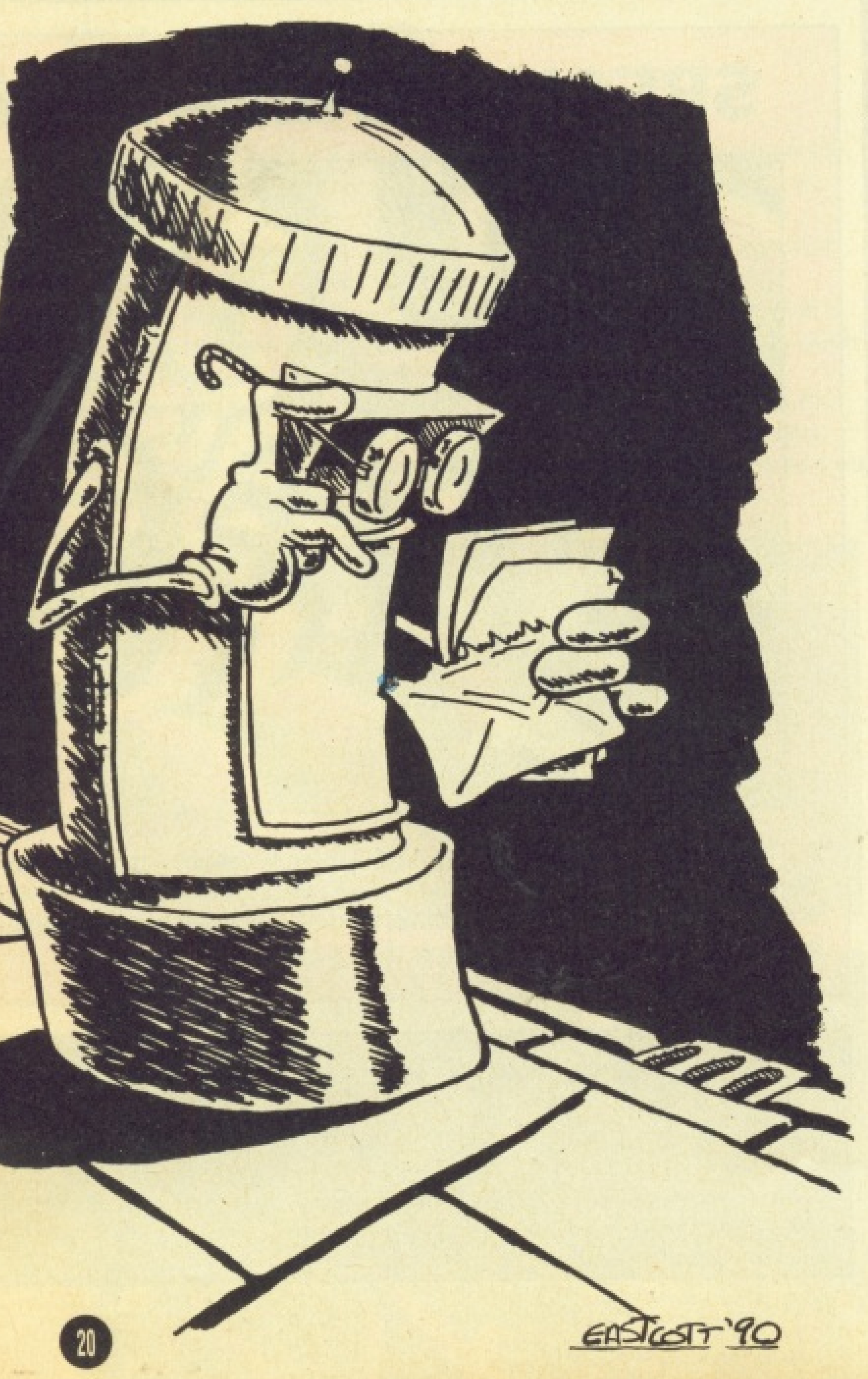
Write to us at CU, 30-32 Farringdon Lane, London EC1R 3AU.

Staple diet

Your magazine is absolutely brilliant. The best. It has the most reviews, the best reviews, the most screenshots and the most accurate ratings. But why such rubbish bindings? We want to collect CU and keep them — which is difficult when the mag falls apart rather like a Skoda driver's manual.

Lucas Novak
London.

By bindings, we presume you mean the staples which hold CU together. Intensive tests — hurling a copy of CU against a wall twenty times — proves you right. We will see what we can do.



So sad

I think it's sad you have to resort to putting a disk on the front cover of your magazine as a way to screw more profit out of readers.

And it's happened again. I'm talking about CU being in the pockets of US Gold. How can you give Champions of Kyrnn 88 per cent and the abysmal Rotox 97 per cent? Maybe, it's because US Gold gave you the first level of Rotox for the coverdisk.

Roll up! Roll up! Get a high mark in CU. Just bribe us by giving a boring demo or your soon to be released mega game.

Ronnie Higgins
Liverpool.

Cynical chap, aren't we Ronnie. Fact: CU had decided to put Rotox on the cover BEFORE the demo disk was arranged. And Champions of Krynn is a pretty good game. Not that we would expect you to believe us. But what can we do? Sorry you don't like the disks. Lots of readers do. It just proves you can't please all the people all the time.

Mac attack

I disagree with Kyne Sedgman's letter (CU March) in which he said the Amiga is technically a long way behind when compared with the Mac and IBM. This is simply not true. The Amiga easily outstrips the IBM in practically all respects while the Mac, though powerful, is extremely specialised — and with a price to match. It is a known fact the Amiga is superior to the Mac in Desk Top Publishing and an expanded Amiga 2000/2500 with accelerator board would make any Apple owner in the animation field turn green.

Keir Sooby
Western Australia.

Love the Amiga as we do, we can't agree with your claims about the Mac and DTP. In fact, a considerable part of CU is produced on Macs. If we could have used Amigas, don't you think we would?

Turtle tattle

Could you please tell me when Teenage Mutant Ninja Turtles will be released. I would like to know as I ordered it from Software City a few weeks ago.

Matthew Potter
Peterborough.

The precise release date is a little vague at the moment, Matthew. We suspect an Amiga version could arrive this summer.

On the fiddle

Can you tell me why most of my Amiga software starts with a great gap at the bottom of the screen with the top only just getting on the screen at all?

Mr D. Hollingsworth
Scunthorpe.

If you have a monitor, try twiddling with the controls at the back, Mr H. If not, we haven't a clue.

Rhyme time

No more curses, pulled hair is past. Rainbow's cheat is on disk — at last. Goodbye spider, goodbye chopper, I'm off to kill the dragon proper.

Load the floppy, get it right, I want to get the dragon tonight. Anticipations high for lots of fun, I'm at the end of level one.

Horror! Curses! I'll soon be bald, The bloody cheat doesn't work at all. Crockery smashing, bye to fun, You keep going back to level one.

Grant Cooper
Dundee.

Head in hands, we must confess, The Rianbow cheat was quite a mess. Slap our wrists, send a memo, We'll put it right on another demo.

Name names!

Who are the CU Amiga? It's about time we're told just who writes our favourite Amiga magazine. The truth must be told.

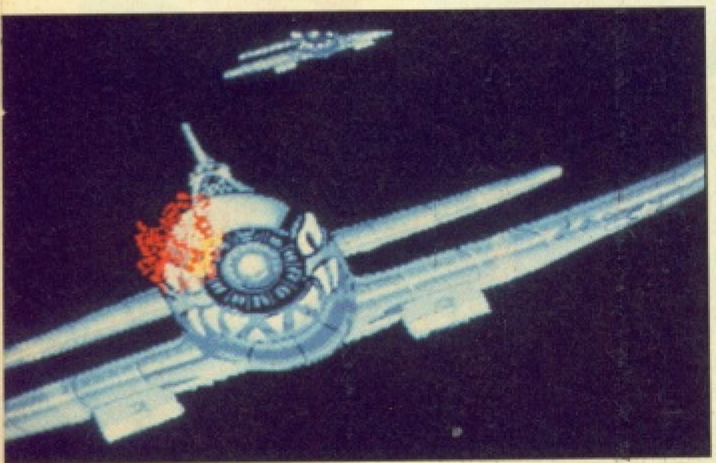
Dave Worham
Manchester

You don't want to know!


Virgin Games
olivetti
ITALIA'90
OFFICIAL SUPPLIER
WORLD CUP SOCCER ITALIA 90
THE ONLY OFFICIAL WORLD CUP
COMPUTER GAME
FOR THE 1990 CHAMPIONSHIP
ACCEPT NO SUBSTITUTE
AVAILABLE ON:
IBM PC
AMIGA .1 MEG
AMIGA .½ MEG
ATARI ST
CBM 64 CASS
CBM 64 DISC
SPECTRUM 48/128
SPECTRUM +3
AMSTRAD CASS
AMSTRAD DISC
PACK CONTENTS:
Free World Cup wall chart
Plus
World Cup Story 1930-1990
Plus
Amazing facts & figures from all championships
Plus
Competition to win:-
weeks at the Bobby Charlton School of Football (to be coached by 1st Division Footballers). Plus a Football Strip of your own choice.
Videos of the 1990 World Cup Championship.
Footballs.
T-Shirts.
WORLD CUP SOCCER
ITALIA'90
OFFICIAL GAME
IBM
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AMIGA
Virgin Games
ITALIA'90
Licensed by OLIVETTI official supplier ITALIA'90'.
Available from W.H. Smiths, Menzies, Boots, Woolworths your local VIRGIN store and all leading software retailers.
℗1990 Virgin Mastertronic, 2-4 Vernon Yard, 119 Portobello Road, London W11 2DX.

DEMOS

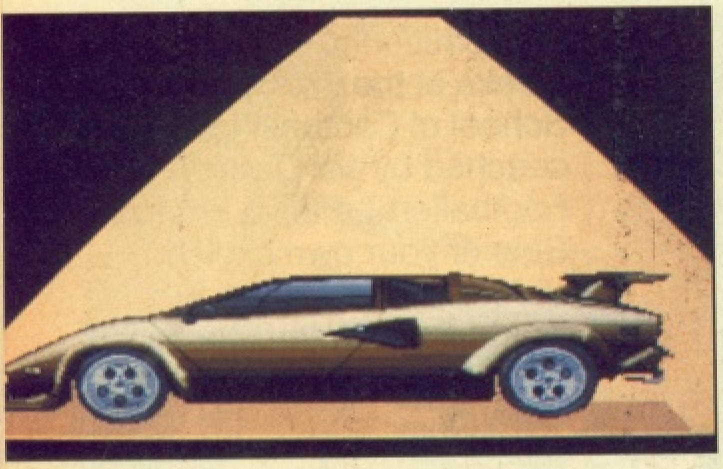
Once again, Tobias Richter amazes the hardened critic. We've also got our second wave of demo competition entries on show, as well as some video nasties from Fraxxion.

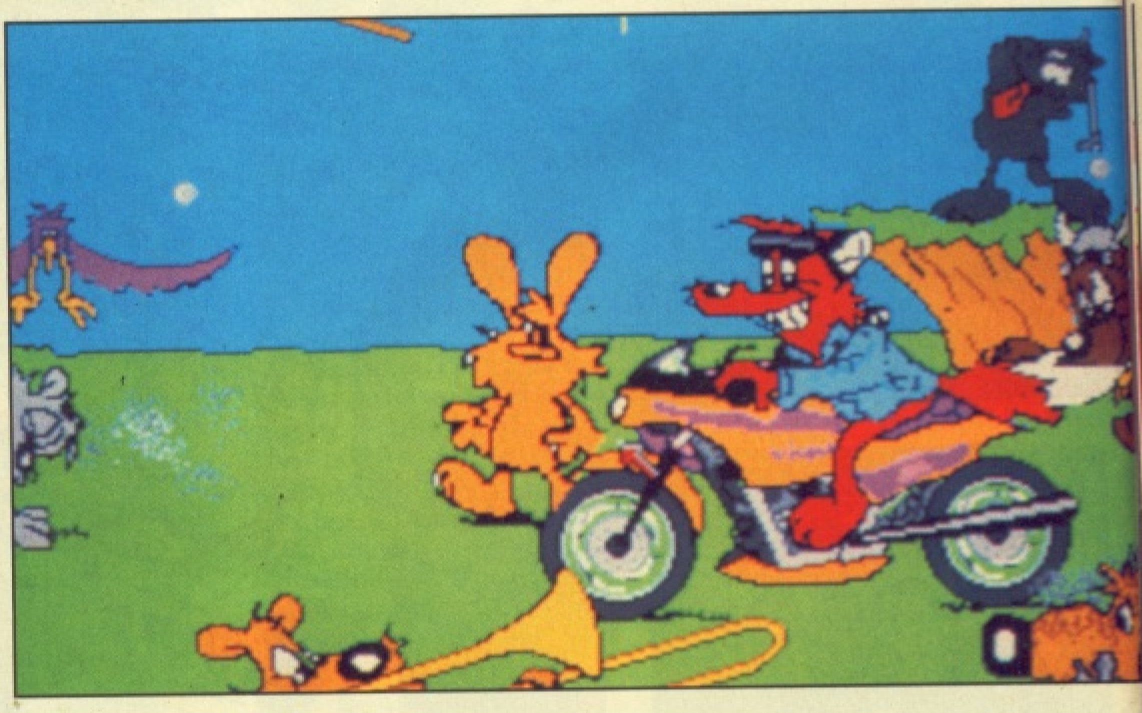


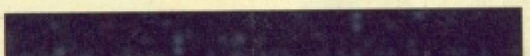
A competition entry from Daniel Linn who resides, way down in Western Australia.



A comical Demos compo entry from thirteen year old Howard McWilliam. Drawn and animated on DPaint III.

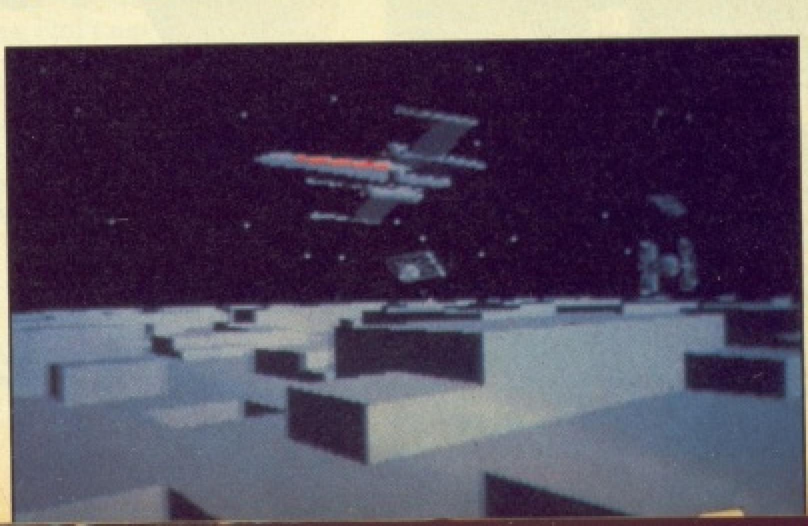


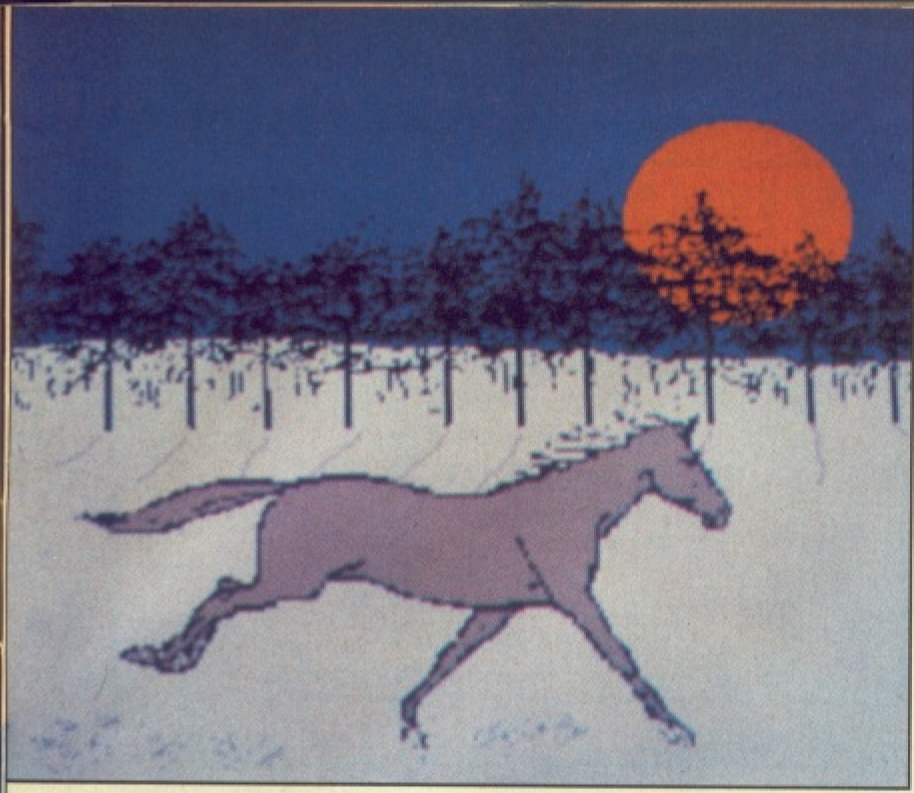




New from Fraxxion is their video nasty collection. Lots of gore, guns, axes and chainsaws. Obtainable from A Bit On The Side.

Tobias Richter's latest, and, surprise surprise, it has a space-bound theme. Star Wars demo from Virus Free PD.





One of the Real Things demos floating round the circuit at the moment. This one's aptly titled Birds and is available from PDom.



Another Real Things Demo, this time it's Horses. Also available from PDom.

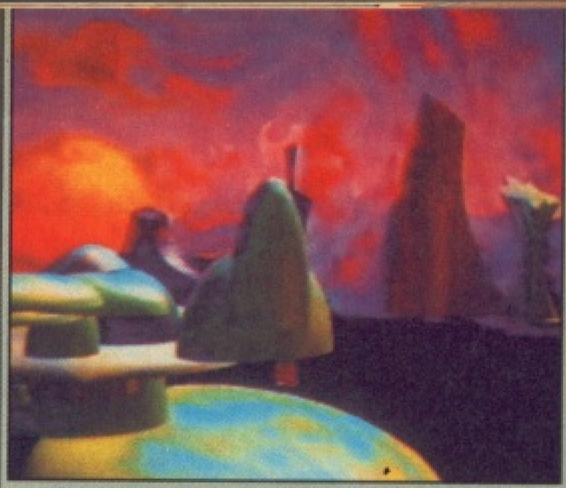


The picture looks like something from Deadline and the music's a twelve minute remix of Ride On Time. From Virus Free again.



Jennifer takes a shower in Bates motel in this Demos competition entry from Pierre Jolivert.

Virus Free PD, 23 Elborough Road, Swindon SN2 2LS.
A Bit On The Side, 8 Thorold Place, Kirk Sandall, Doncaster.
The Deeper Domaon, 128 Portland Crescent, Stanmore, Middx HA7 1NA.
Hasslefree PD, 168 Wolsey Way, Syston, Leicester LE7 8NX.
PDom, 1 Bartholomew Road, Bishops Stortford, Herts CM23 3TP.





DEMOS COMPO

CHANNEL FOUR TELEVISION

Send in your demos/routines and get YOUR chance to WIN a video recorder and cameras PLUS the dizzy heights of TV stardom. Enter one of two classes — "amateur" if you are a total beginner or "professional" if you are already established and have had work published in magazines and/or PD companies, plus either the junior category (up to and including sixteen years of age) or the senior (seventeen and above). You don't have to be a brilliant artist to enter — we'll be taking hard work and originality of thought into account — but if your demos stand out they could well be given airtime on the forthcoming Channel Four programme BUZZ. And the top entries will all be displayed at this year's ECES Show (formerly the PC show).

So, using any number of packages, put together a short for the Amiga. How you prepare it is up to you, and you can submit your work on disk or videotape. Whatever format you choose we'd like a brief explanation on how you did it.

The CU Demos Competition is run in conjunction with Electronic Arts and the runners-up will each receive a copy of Deluxe Video or DPaint III. The competition runs from now until 3 September and we'll keep you posted on its progress.

THE RULES
1) All work is yours or that of your group.
2) All submissions must include an entry form.
3) All submissions must include a pause mode.
4) The judges' decision is final.
5) Entries should be produced using a megabyte or less (A500 plus ½ meg expansion).

Please enclose a brief explanation of how you put it together.

Send your entries to CU, Demo Competition, Priory Court, 30-32 Farringdon Lane, London EC12 3AU.

ENTRY FORM: CU DEMOS COMPO

Name: ....

Address: ....

....

Telephone: ....

Age: ....

Amateur/Professional (please delete one)



SCREEN SCENE

Welcome to Screen Scene, the essential guide to Amiga games. Our reviews are timed to coincide with the release dates of the games themselves, so you won't find any out of date reviews here, only up to the minute information from an experienced team of joystick journalists.

SOUND

Four channel sampled stereo rock or a Stock, Aitken and Waterman drum track? The higher the rating the higher you run the volume.

GRAPHICS

Not just overall prettiness, but animation, style, design and the way the visuals fit in. So it doesn't have to be the prettiest game in the world to score high here.

PLAYABILITY

This rating lets you into how easy it is to get into a game, and once you start playing whether it's addictive or uninteresting dross.

LASTABILITY

Speaks for itself. The higher the rating the longer you'll be loading it up. Ties in closely with the playability rating.

OVERALL

The most important of the lot. And here's CU's rough guide to ratings:-

0- 29%	Man, this stinks.
30-39%	Phew, avoid.
40-49%	Below par.
50-59%	Worth checking out if your a fan of the game style.
60-69%	Above average, but with a lot of room for improvement.
70-84%	Good but flawed.
85-92%	ScreenStar, recommended.
93%+	Super Star, our highest accolade. Must not be missed.

AMIGA SPEC

Watch out for this addition to our reviews. The Amiga is the finest home computer that money can buy, and if we really feel that a game is pushing the boundaries of the machine we'll tell you how and why.

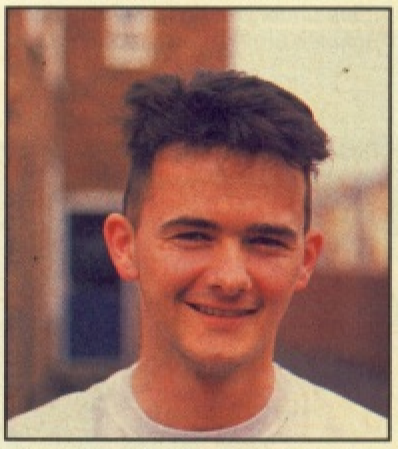
THE TEAM

STEVE JAMES —Used to broadcast and call Bingo numbers — and he still likes the sound of his own voice!! A Bristol-born boy, he loves a drop o' scrumpy and a spot of Cheddar cheese. Current faves Sim City (still), Flimbo's Quest and Klax (still). Favourite expression: "Well, kind of. . . ".



Worra hat Steve's wearing, eh???.

DAN SLINGSBY — Nicknamed Dan Slingshot by Metal Mutha Patterson, our Dan is the man when it comes to a well-kept barnet. Charmer Dan has spikey hair on the top of his head and shaved bits at the sides. Favourite expression: "Oi don't cut my article!!!!".



What a loveable mop top, Dan is.

MARK PATTERSON — Forever the Satanist, Mark recently entranced a worshipful crowd of 50,000 like minded axe heads *(you sure about that number? — ED)* during his recent musical debut here in London. Delights in eating the nastiest junk food available. Favourite expression: "It's your turn to go to the shop".

The CU Screen Star is for games scoring 85%-92%. If a Screen Star is awarded then you can be sure that the product will have reached a high standard in gameplay, sound and graphics, and that it will have long lasting appeal.

Ninety-three percent and a game's worth a superstar. We hardly throw these around — but if a game displays totally superior qualities, it just might be in with a chance.

17 Snickers and 5 Cokes on hire purchase, please. . . .



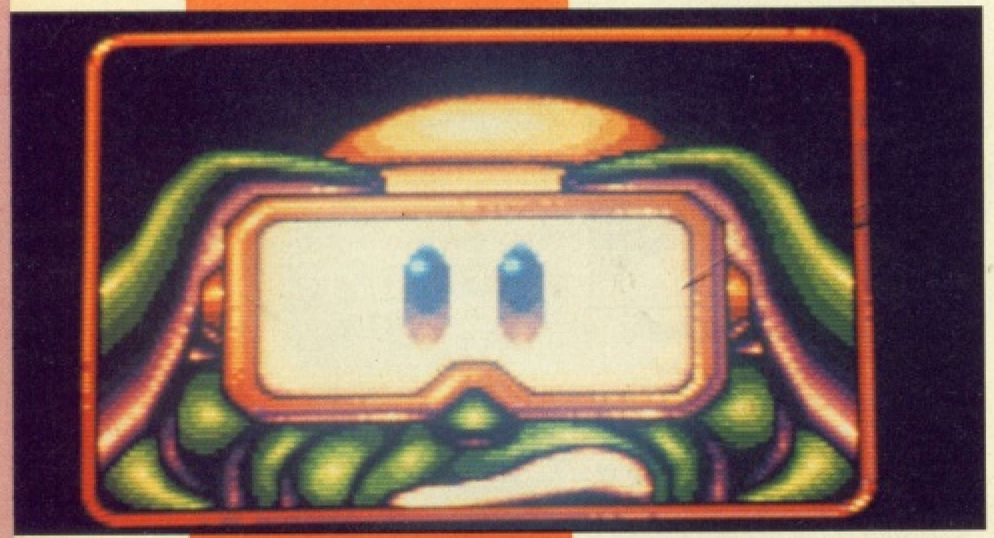
FLO



No wonder Quiffy looks a bit upset...



...his underground home has been invaded and is slowly flooding...



...so he's got to escape before it's too late.

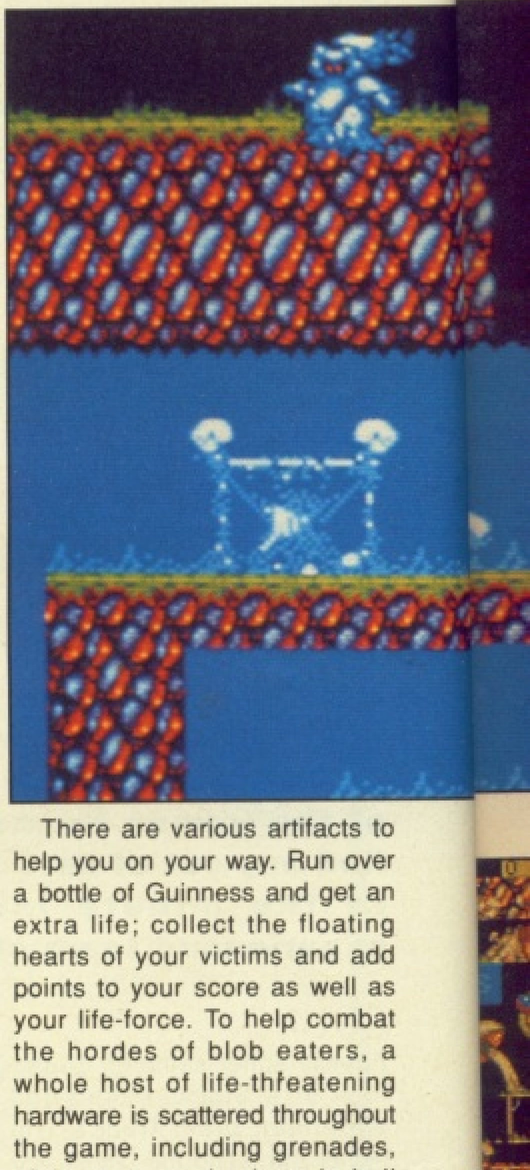
ELECTRONIC ARTS
PRICE: £24.99

The Bullfrog programming team, famous for last year's smash-hit *Populous*, are back in the swim of things with *Flood*, a 42 level (count 'em!) platform game from EA.

Flood casts the player as Quiffy, a fat green slimy blob who waddles along collecting trash in an underground system of maze-like caves. Unfortunately, his refuse collecting days are numbered as his homeland has been overrun with killer teddies and dynamite-throwing nutters. As if this wasn't bad enough, the caverns are slowly flooding with water, so it's a race against time as Quiffy attempts to escape and reach the surface of his world.

Within each level Quiffy must collect all the trash that's scattered around. However, he must be quick as the water level is constantly rising, making it tricky to retrieve rubbish that's at the bottom of the water. Quiffy isn't a good swimmer and he can only hold his breath for a certain length of time.

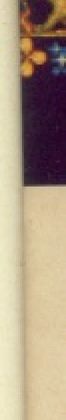
Bouncing balls, floating mines, razor blade platforms and gaping lava pits are just some of the obstacles in your way. There are also various nasties lurking about who like nothing better than to beat the living life-force out of you. The marvellously-named Bulbous Headed Vong look like something out of the *Aliens* movie, create stacks more litter for Quiffy to collect and can kill instantly. There's also the Psycho Teddies, who have gnashing jaws inset into their stomachs and leap around eating trash and anything else that gets in their way.



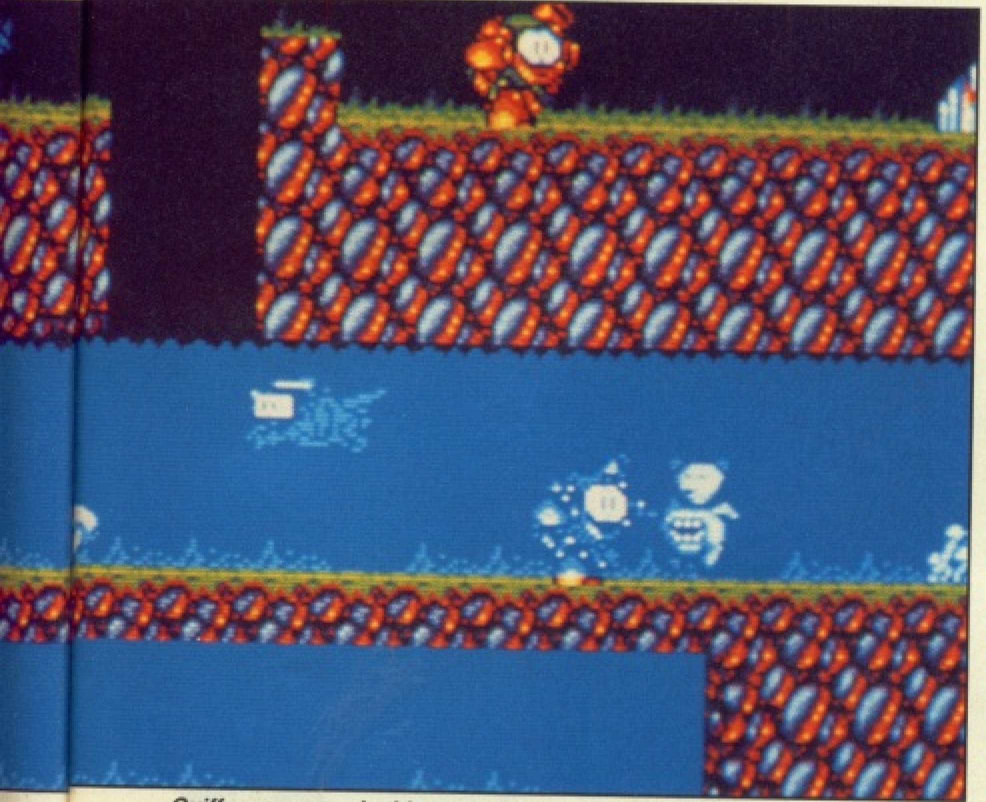
There are various artifacts to help you on your way. Run over a bottle of Guinness and get an extra life; collect the floating hearts of your victims and add points to your score as well as your life-force. To help combat the hordes of blob eaters, a whole host of life-threatening hardware is scattered throughout the game, including grenades, ninja stars, and a burn-in-hell flamethrower that even works underwater!

Once you've collected all the rubbish you can nip through a teleporter to the next level and so on. There are also In-Level teleporters that move you to different parts of the current level where more trash is stashed. Just to make matters even more complicated, there are invisible teleports dotted around which lead to even more tunnels and caves.

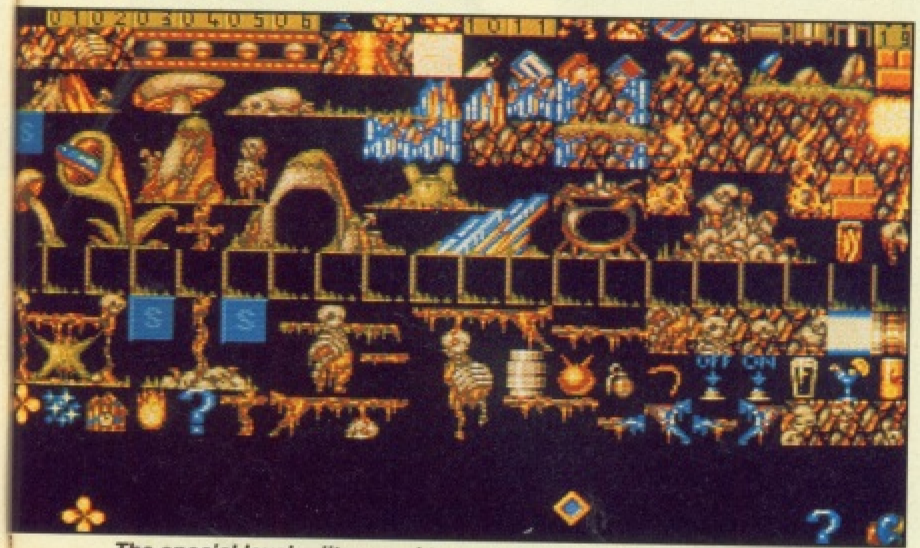
Shaun Cooper was in charge of the programming and design of *Flood*. At only nineteen years of age, he's already an



OOD



Quiffy uses up valuable oxygen as he searches for underwater trash.

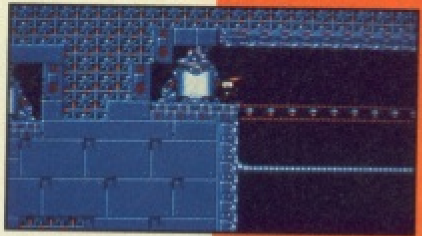


The special level-editor used to create each level.

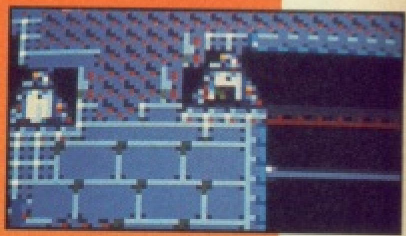
experienced game designer having provided some of the graphics for *Populous* as well as working on other Bullfrog games.

Flood has a bizarre plot, a wide-eyed and sickeningly-cute hero and some of the silliest looking characters you've ever seen. It's also very addictive and smashing fun. I'm not a fan of platform games, I find most of them immensely annoying, require minimal skill and are poor value for money. *Flood*, on the other hand, is extremely playable and has a certain charm that's irresistible. Shaun has introduced a number of slick touches throughout the game. Examples of these

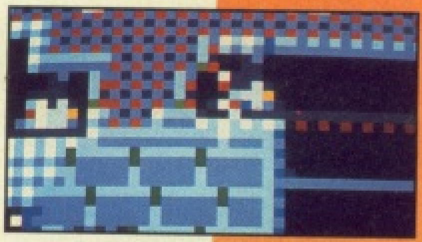
Quiffy gets ready to teleport.



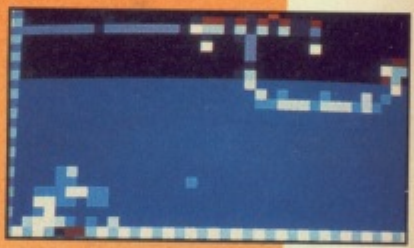
The screen distorts and pixels enlarge...



...and Quiffy appears to vanish in a pyrotechnic light show.



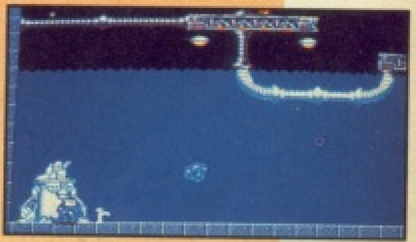
The pixels are then reduced in size...



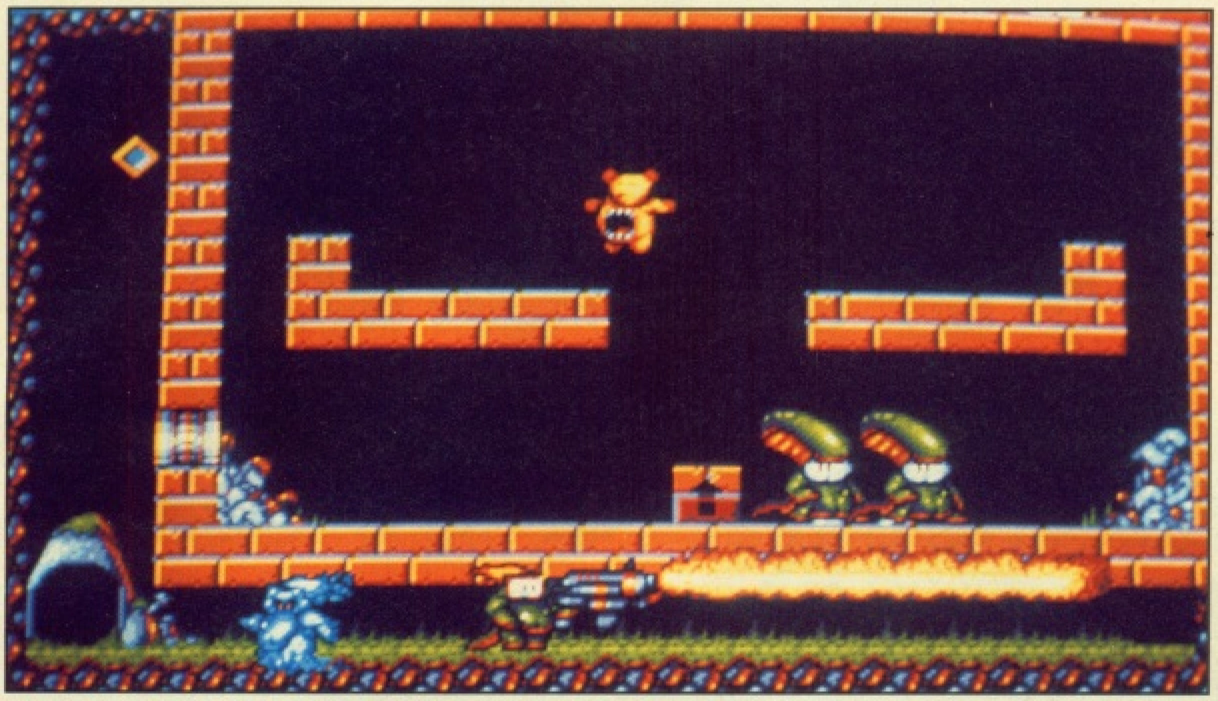
...and Quiffy reappears...



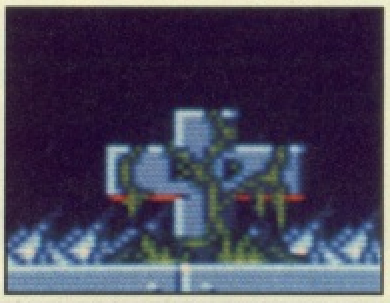
...but in a different part of the game.



continued from page 27

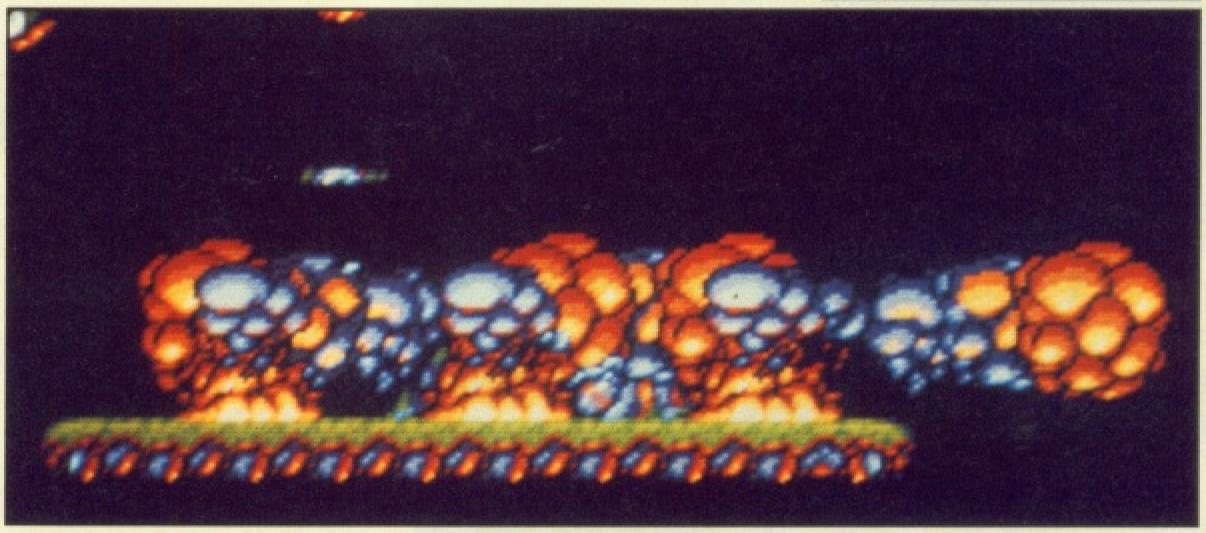


The ghost closes in to rob Quiffy of his lifeforce.

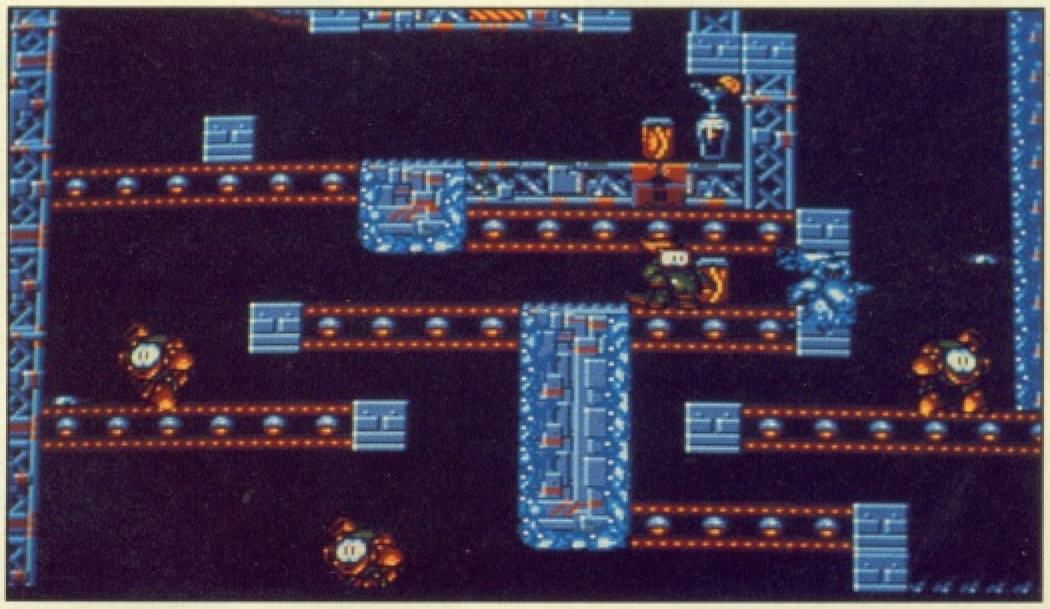


abound; particular favourites include the flamethrower that sometimes misfires and ejects a chicken, the space hopper which when punctured spins poor ol' Quiffy in circles, and the kaleidoscope effect of stepping through the teleporters.

The scrolling on the disk, dropped off by armoured guard at the CU offices, was slightly jerky. Except for this one fault, the version we tested was the one which will be winging its way to your softshop. EA assures us that they will iron out the problem, and the scrolling will be as smooth as our editor's chat up lines. My only real criticism is that many of the levels are too similar, but this is a fault with most platform games. For *Flood* a special level-editor program was written to save time in creating subsequent levels. Although this allowed freelance designers with little programming knowledge to create their own levels easily, it has meant that a number look very similar. That's a pity, but it's also probably too harsh a judgment on a game that's got 42 levels in all.



Explosive action!



Have spacehopper, will travel.



The intro music and in-game sound effects were composed by French musician Charles Callet. The intro tune is jolly enough, but the incidental sound effects are excellent and lend real atmosphere to the game. Gurgling and splashing sounds are everywhere. And when you finally crack the game (after a long time, I can tell you!) there's a truly bizarre end-of-game sequence.

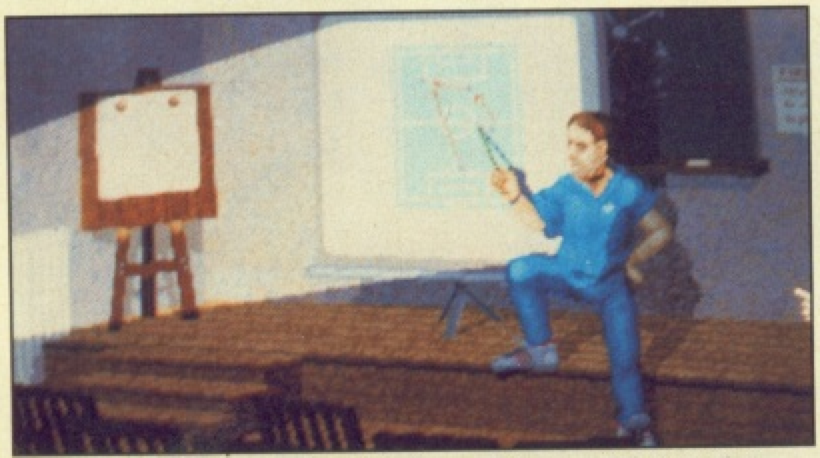
Flood is a superior platform game that should provide hours of fun and frustration. It's awash with bright ideas.

Dan Slingsby

SOUND:	86%
GRAPHICS:	85%
PLAYABILITY:	90%
LASTABILITY:	89%
OVERALL:	89%



Collector's card-like stills. Doesn't the ref look like Alf Garnett?



The coach will help you to formulate those vital, pre-match strategies.

EUROPEAN SUPE



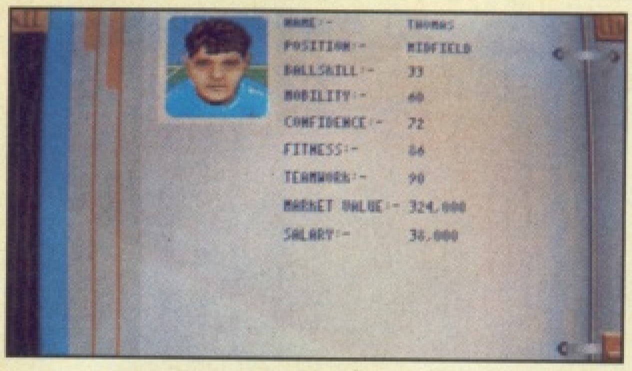
People have limits, so beware.



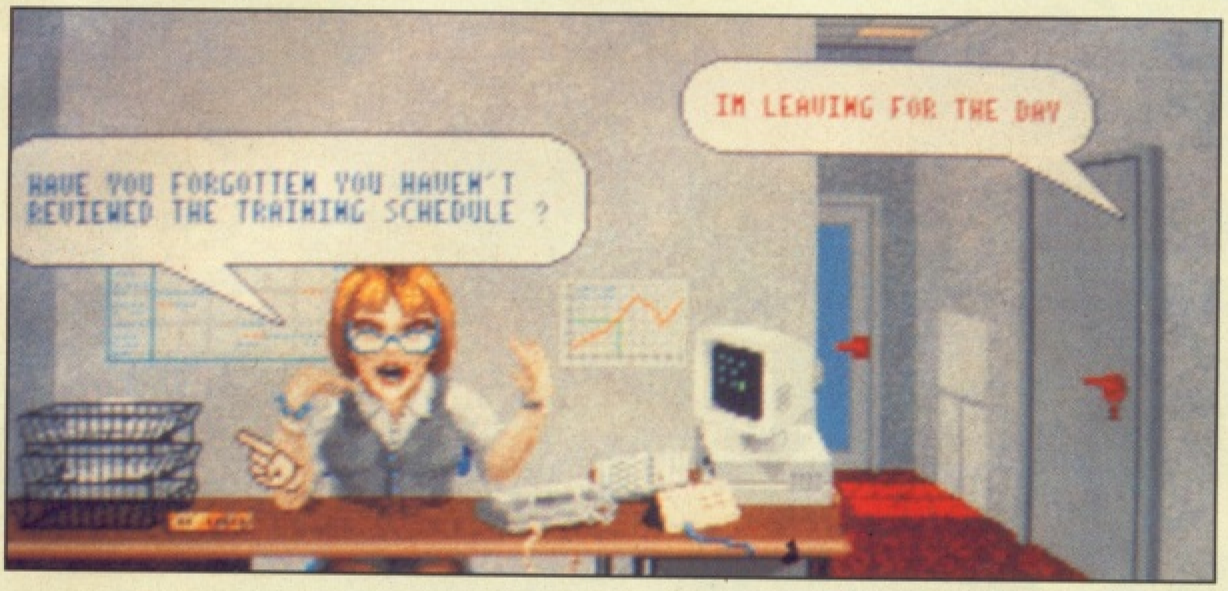
CDS SOFTWARE
PRICE: £24.99

It had to happen. Out of a wave of mediocre football titles comes a real gem in the form of *European Superleague*, the first sighting of sunny Doncaster based CDS in quite a while.

I have to confess, *ES* doesn't really offer anything new in terms of gameplay. All the usual options are included — from changing the names of the teams through to changing tactics (shades of *Player*



As usual with management games, you get a rosta of all participants.



ERLEAGUE

Manager). What it does offer is a new, exciting visual angle.

Graphic rather than text-based, *ES* is stunning to look at. Every location is furnished with a full colour screen and with animation where necessary. Each screen is fully functional too. For example, on the main screen (your office) you can access your filing cabinet, your diary, your phone, your intercom and basically everything else you need to run a successful football club by simply clicking on the relevant item. One lovely little touch is the unique way of speeding up the clock on the days when your first appointment is at four in the evening. Included in your managerial arsenal is a large bottle of whiskey. A few swigs on this and you'll find time flying by .

From your office you can telephone other managers (to buy or sell players, or perhaps cancel matches) or the press, to make a statement, or to get a shot on the front page of a popular daily telling your story.

Training plays a vital role, far more so than in most products. Each player has varying levels of ability and stamina, and it is down to your judgment to decide how hard to push them. Do a sloppy job of it, and the Coach will question your actions. What you do and say at this point effects morale.

The game features an interactive communication system. Every time you have to speak with somebody, either on the phone or to their face, the computer will give you a series of appropriate statements, and you choose the one most applicable to what you want to say.

With three skill levels and eight teams to choose from, the game is never going to be easy, and you have enough control over things such as tactics to make the game involving and enjoyable. It doesn't matter that it's been done before. All that matters is that it's better. And it is. **Tony Dillon**





Many of the elements in this screen are fully interactive — usable phones, a

SOUND:	**78%**
GRAPHICS:	**91%**
PLAYABILITY:	**89%**
LASTABILITY:	**88%**
OVERALL:	**85%**



Here come the cavalry, complete with halberds.



This guy's brave and, we're told, well-mannered(?!).



The use of stills is nice, though sadly this isn't the case with the sprites.

DYNASTY WARS

Just when it looked like US Gold couldn't put a foot wrong, they do. *Dynasty Wars* from Tiertex only just stops short of becoming a total disaster.

Dynasty Wars seems a typical Japanese story, although it's set in China. In 184AD, The Han Dynasty has fallen, overthrown by rebellious warlords. Out of the ashes come four warriors determined to restore order and defeat the rebels. Selecting one of these warriors at the start of the game, you charge through villages, campsites and ships running amok, hacking and slashing anybody in sight.

Your player comes armed with a halberd (a combined spear and battleaxe. Holding down the fire button for a short time determines how hard you hit; keeping it held down activates the special tactics, a sort of smart bomb. When in the forest boulders and trees can be sent crashing down on your enemy, and when on the ship you can burn the rebels with fire. Unfortunately, this useful gizmo can only be used once during each of the 8 levels.

The bad guys rush on, usually in waves of between five and ten men. Most of the time the waves consist of foot soldiers, who aren't too difficult to dispose of, though later in the game the cavalry turn up on horse back.

Anybody who's played *DW* in the arcades will be disappointed with this conversion. I was expecting something better. The original coin-op looked a fair bet for a good conversion; the graphics were simple and the scrolling not too fast. However, the Amiga version features small, rough-looking sprites that flit unconvincingly around the screen. It looks like an ST Port, or at least a waste of the Amiga's potential.

The only attractive feature is the sound. The in-game tune is a reasonable ditty, but it's hardly the pick-me-up the rest of the game needs.

Perhaps it should be renamed Dysentry Wars, because it's not very nice to have and you should make a healthy effort to avoid it.

Mark Patterson



Tactics can be simple — just burn and kill.

US GOLD
PRICE: £24.99

SOUND:	78%
GRAPHICS:	62%
PLAYABILITY:	45%
LASTABILITY:	48%
OVERALL:	56%



THE SKIES ARE YOUR HUNTING GROUND
F29
RETALIATOR
C+VG HIT!
"Astounding just to look at, with the fastest, smoothest, most detailed and realistic 3D graphics seen... but it's the sheer depth that makes F29 the best combat/flight simulation I've seen. The wealth of missions is incredible... giving enormous lasting appeal." C & VG 97%.
ZERO HERO
"Think of what you get in Falcon and double it... brilliant action and a scenario depth that'll leave you gasping in awe; there are 99 different missions... Retaliator is even better than Falcon, and it's certainly much bigger... A brand new, and rather brilliant fighter/bomber simulation." Zero 94%.
"Utterly mouth-watering graphics and an amazing depth of play... the best flight simulation I have ever seen (and there's nothing on the visible horizon that looks set to come close). It's not a simulation, it's an experience... Ocean's first flight sim is the best yet!"
YOUR NERVE IS THE RETURN FLIGHT
U.S. AIR FORCE
ATARI & AMIGA
ocean
Ocean Software Limited · 6 Central Street · Manchester M2 5NS · Telephone: 061 832 6633
Telex: 669977 OCEANS G · Fax: 061 834 0650

d kill.



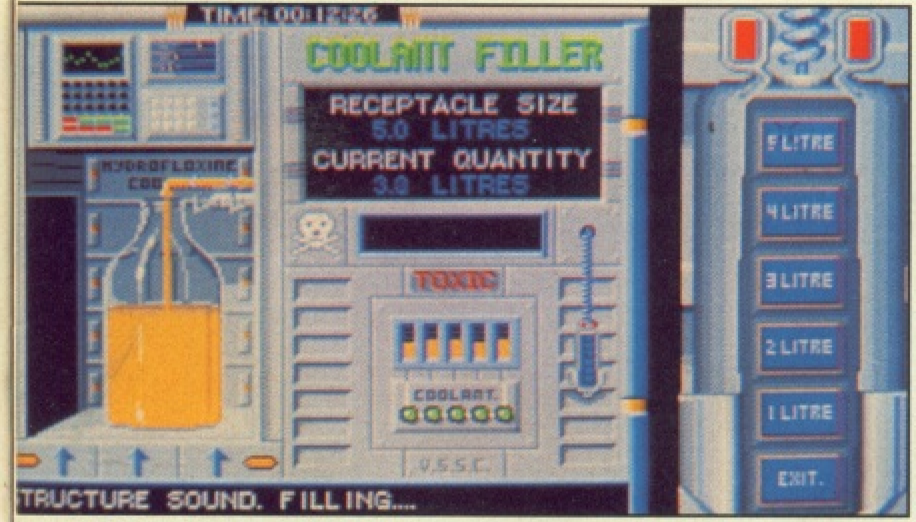
Monster afoot. Use your hand icons to get the most appropriate weapon into your right, firing hand.

FEDERATION QUEST ONE

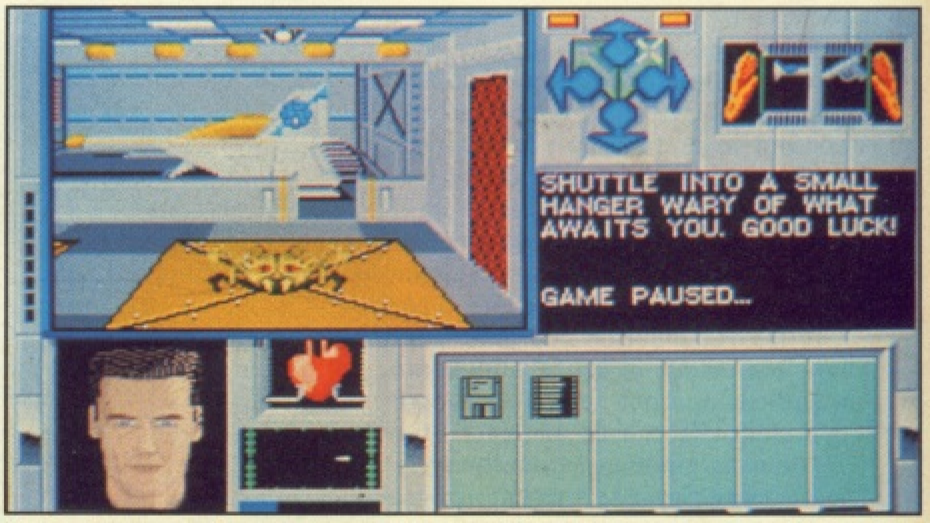
When word reached our ears that Gremlin Graphics had a game in development called *Jane Seymour* it put our news hound in a flap. "She's been in Live and Let Die and War and Remembrance," said our resident scoop. How off the mark he was. *Jane Seymour* (or *BSS Jane Seymour*, or, as it's now known, *Federation Quest One*) owes nothing to Jane Seymour, the actress. It's a follow up of sorts to the rather lacklustre trading game *Federation of Free Traders* — although it's not as dull as its predecessor, and instead of a trading game it's a puzzle cum shoot 'em up.

You land on the BSS Jane Seymour, a trading vessel overrun by monsters who've turned the crew into a horde of slavering zombies. Your task is to move around the ship finding and filling the various flasks of stellar fluid which will re-engage the life support system.

Collect armanents and door passes and use the map in the computer room to plot your course. Servant droids can be programmed to act as your bodyguards, or they can be sent off on missions. All of these opeations involve a simple click of the mouse on an icon and working out what to do doesn't take too long.



You can pre-produce cylinders of various capacity, then fill them



The crab lurks in the shuttle.

What does become apparent is that to be really effective you have to be ever so organised. You have a back pack and a utility belt in which to store your gains, and you can assign objects to the droids. From here on it's a case of anticipation and deciding which tool to use when — but not in a way which requires imagination.

I'm a big fan of games which require a bit of strategy and the chance to use your noddle, but when they're as pedestrian as this I'm just not hooked. After all, the washing up's got to be done but who'd pay money for the privilege? The shoot 'em up sections are pretty basic, too. A lumbering beastie gets in your way. If you've the firepower to off it so be, it not bad luck.

That said, it's still a definite improvement over *FOFT*, if only because it'll never be dogged by unfair comparisons to *Elite*. As an example of its genre it's competent in design and execution, the graphics are fine and the game displays the occasional touch of humour. It's choc-a-bloc with things to do and, if you've the staying power, I dare say you could use this to while away a rainy afternoon.

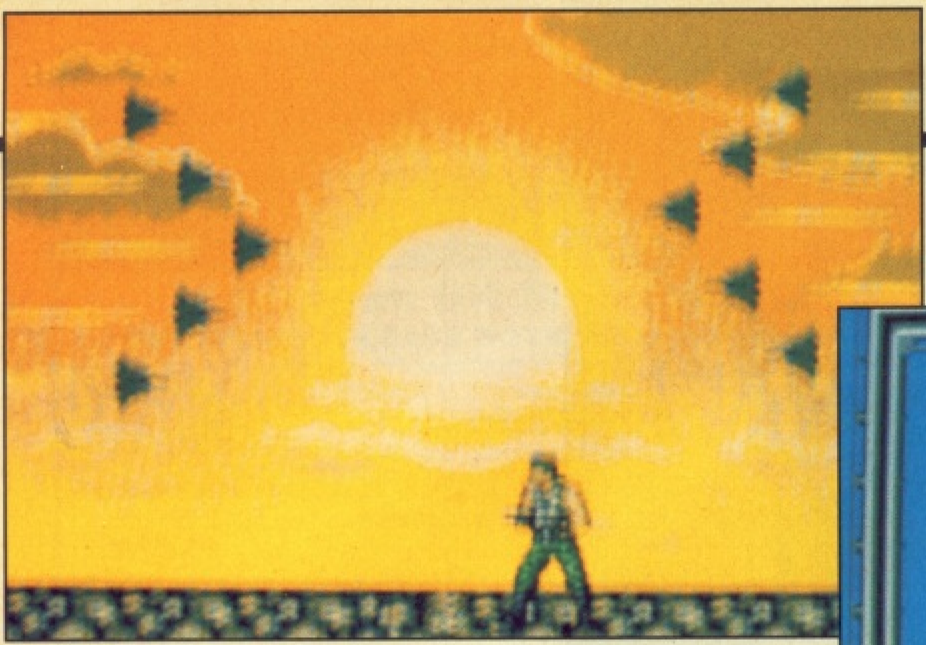
Steve James

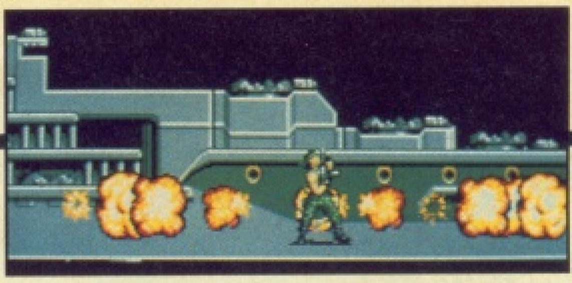
GREMLIN GRAPHICS
Price: £24.99



Oiks, it's a gremlin.

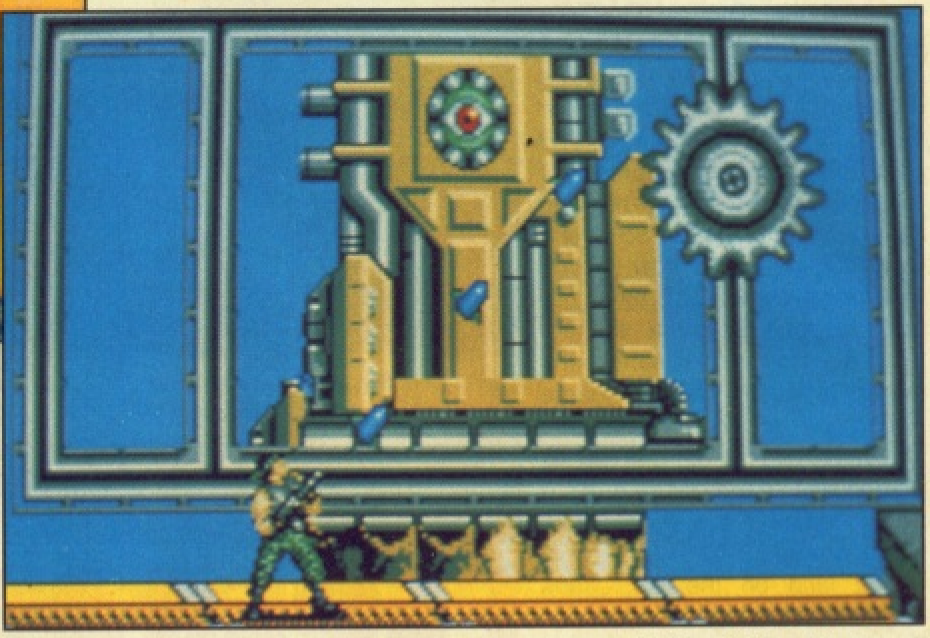
SOUND:	**79%**
GRAPHICS:	**82%**
PLAYABILITY:	**81%**
LASTABILITY:	**76%**
OVERALL:	**80%**





The warship dramatically crashes into the sea . . . .

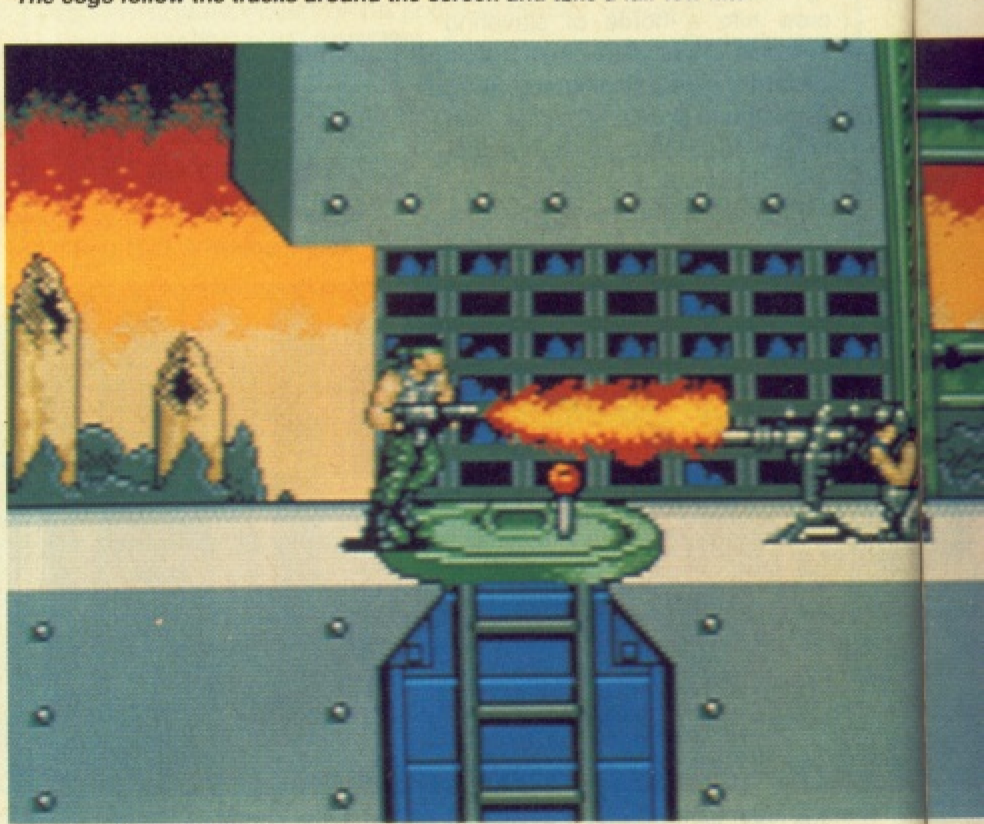
Peace, but just briefly . Those planes soon swoop and attack.



The cogs follow the tracks around the screen and take a fair few hits.



Lie down, take aim, squeeze gently, and kneecap those robots.



Hunk's caught in an ambush. You have to flee but the only way is down.

MIDNIGHT RESIST

Special FX are one of Europe's finest programming teams whose track record is second to none. Their latest product, a conversion of Data East's arcade hit, *Midnight Resistance*, can only strengthen their reputation.

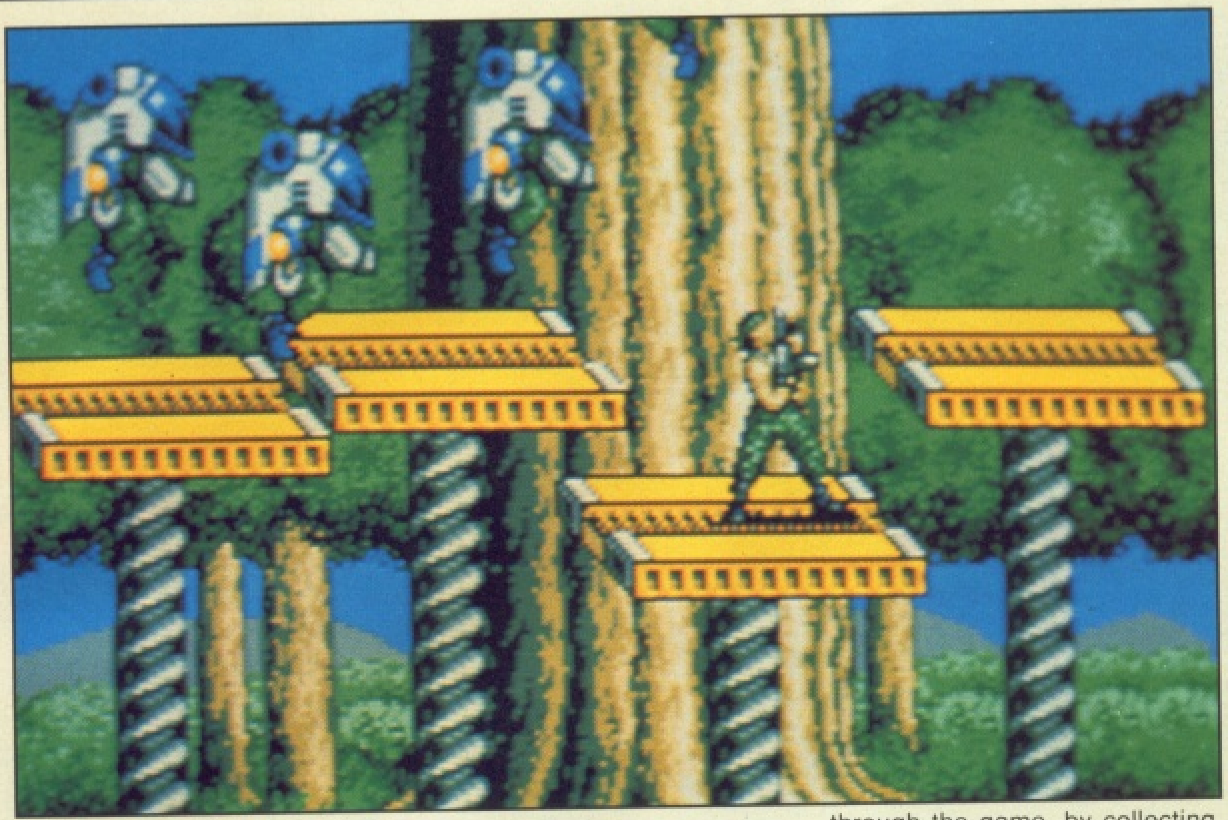
The plot is pretty standard fare. Two heroes must rescue their beloved families from alien invaders against impossible odds.But what makes *Midnight Resistance* stand out from the rest is that it plays like a dream.

The game has multi-directional scrolling and some huge backdrops, ranging from winding mountain paths to massive underground computer complexes. Each level has its own specific type of bad guy to blast ranging from foot soldiers through to massive F-14s and strange floating heads that spit maggots.

Midnight Resistance offers a simultaneous two-player option (unlike its ST counterpart). You play Geoff Hunk, and your friend is Dave Butch. Travelling through nine increasingly difficult, completely different levels, you have to destroy everything in sight. The clever use of joystick control means that you can fire in eight directions regardless of which way you're travelling.

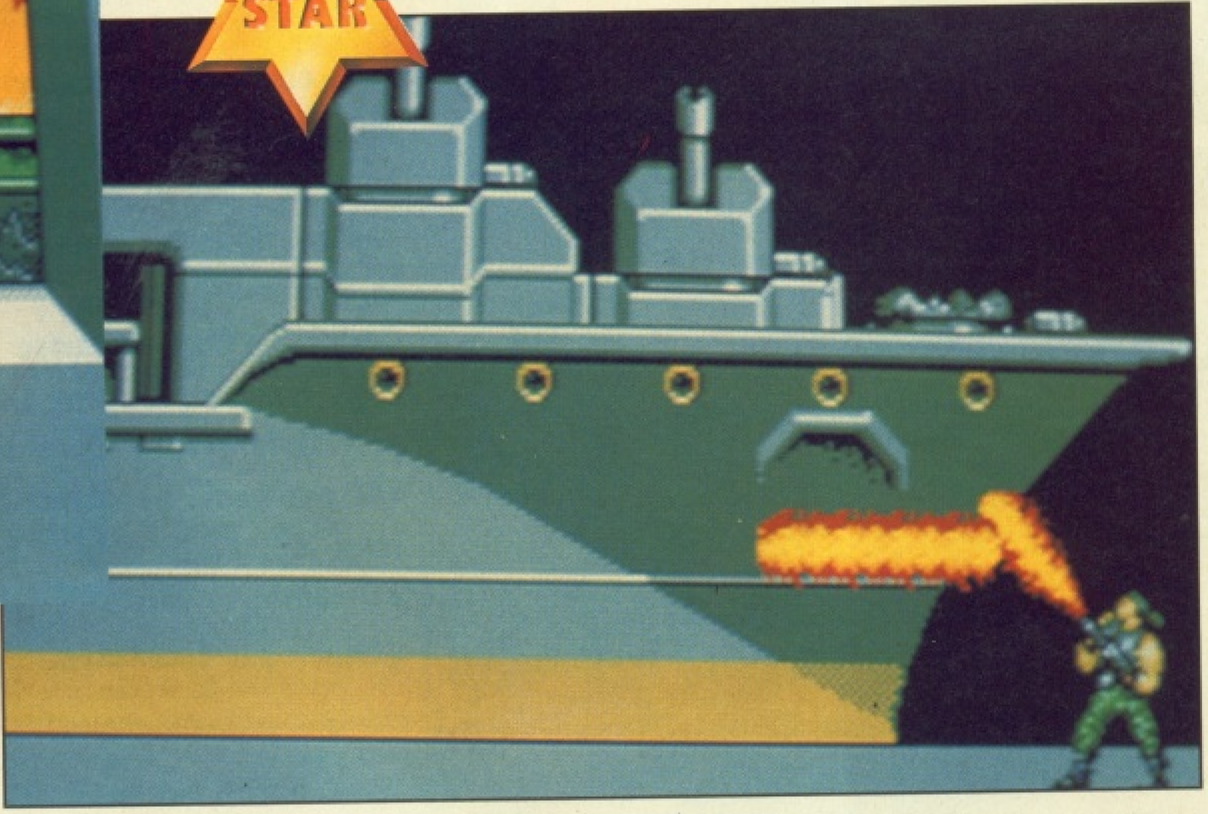
You can improve your firepower, as you progress

OCEAN
PRICE: £24.99



An elevator ride through the forest (above) and (below) using the flamethrower on the ship.



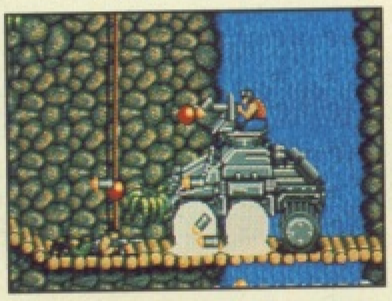


through the game, by collecting keys dropped by the aliens once you've blasted them. Some weapons are better than others depending on the level you're playing. When you need to take out a number of aliens spread around the screen, the flamethrower is probably the best bet. A large multi-hit nasty, on the other hand, such as the large cogs that appear on level seven, can be taken out of the game by using the machine gun. Learning what weapons are best suited to which enemy is half the fun.

You can be aided in other ways throughout the game. For example, a female companion driving a jeep at the start can take you half way through the first level if you wish, but that means you miss out on a fair few keys. It's fairly amusing to watch the nasties smash into the front of the jeep though.

The graphics are amazing. Large, well animated sprites bear more than a passing resemblance to the arcade original. Smooth eight-way scrolling helps give the game its slick feel and even the loading screen is impressive!

Most importantly, it plays like an arcade machine which is something most conversions seem to lack these days. It doesn't matter how many times you complete the game, you still keep coming back for more.

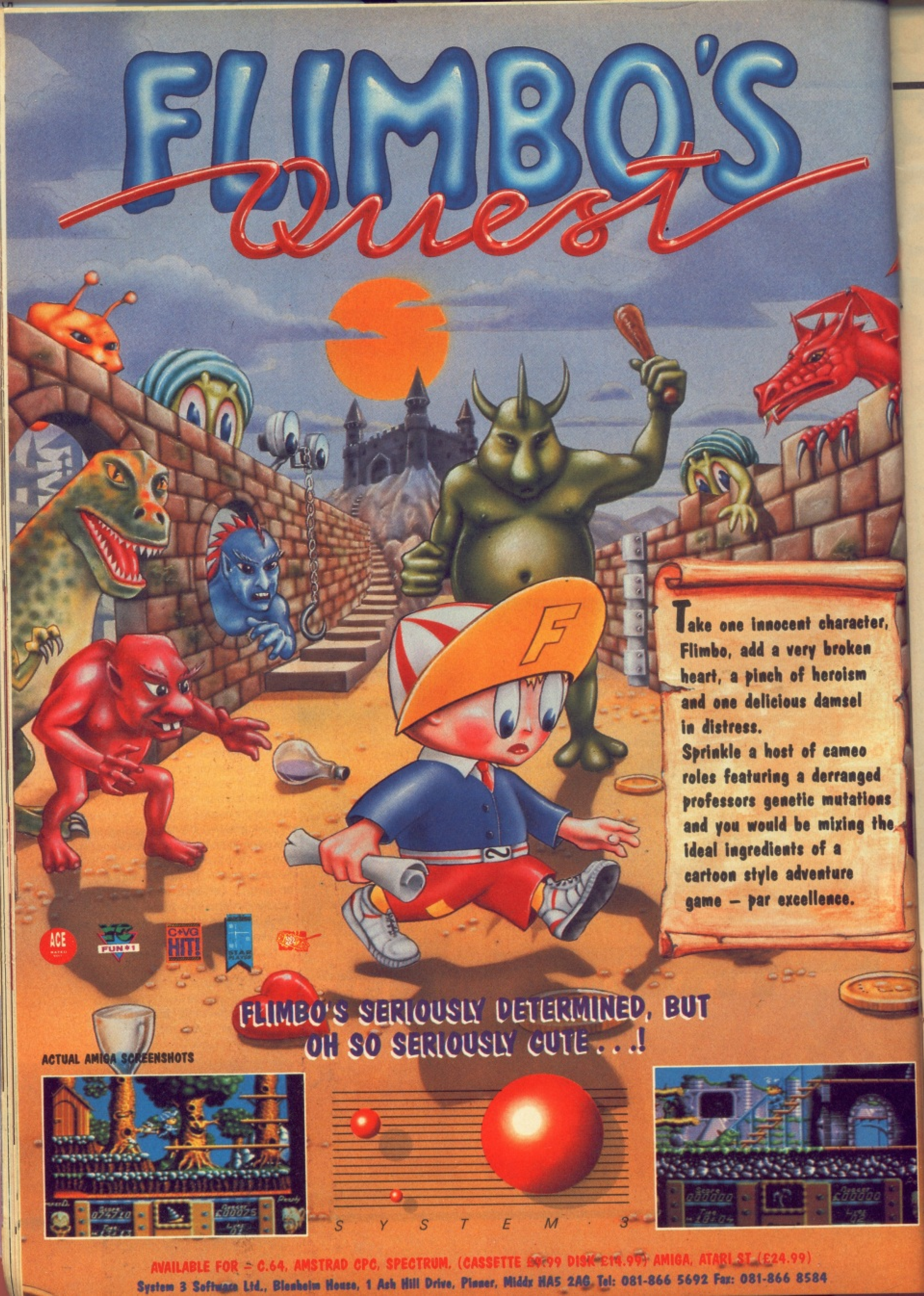


What else? This strange looking object's a tank.

TANCE

SOUND:	82%
GRAPHICS:	89%
PLAYABILITY:	90%
LASTABILITY:	88%
OVERALL:	89%

Tony Dillon



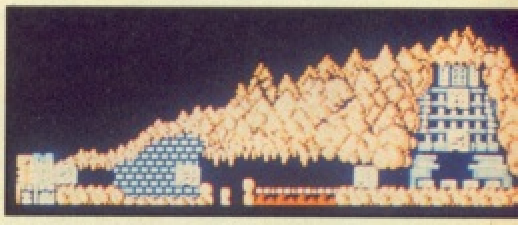
FLIMBO'S
Quest
Take one innocent character, Flimbo, add a very broken heart, a pinch of heroism and one delicious damsel in distress.
Sprinkle a host of cameo roles featuring a derranged professors genetic mutations and you would be mixing the ideal ingredients of a cartoon style adventure game – par excellence.
ACE
FUN+1
C+VG HIT!
FLIMBO'S SERIOUSLY DETERMINED, BUT OH SO SERIOUSLY CUTE . . .!
ACTUAL AMIGA SCREENSHOTS
SYSTEM · 3
AVAILABLE FOR – C.64, AMSTRAD CPC, SPECTRUM, (CASSETTE £9.99 DISK £14.99) AMIGA, ATARI ST (£24.99)
System 3 Software Ltd., Blenheim House, 1 Ash Hill Drive, Pinner, Middx HA5 2AG Tel: 081-866 5692 Fax: 081-866 8584

GHOSTS 'N' GOBLINS



Going left to right , our hero scarpers from the end-of-level nasty.

This map will show your progress.





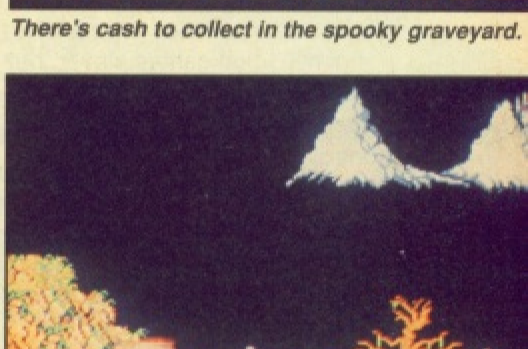
OK at a pinch, but sadly lacking in oomph.

Jump the divide, dodge the ghosts, and streak through the woods(?)!!





There's cash to collect in the spooky graveyard.



Scrolls faster than light (and the camera, too)

Way back in the mid Eighties, Elite were the software company to license coin-ops. It was a time which brought them a great deal of kudos and financial success. In the early days of eight bit conversions everyone had a copy of *Commando* and *Ghouls'n Ghosts*.

How times have changed. That was five years ago and Elite have long fallen away as a major force in the industry having shown little interest in licencing coin-ops since. It's only belatedly that the 16 bit conversions of their classics have begun to appear.

Worse still Elite have to follow the US Gold's conversion of the arcade sequel Ghouls 'n Ghosts which won them awards after its release last Christmas. Ghouls clearly sets the standard by which this should be measured, with its brilliant sound and all round playability. Sadly the challenge seems to have proven too strong for Elite.

Whilst *Ghouls* is a superior coin-op with updated graphics and ideas, US Gold were able to convert it without great difficulty . So why does *Ghosts 'n Goblins* require a meg? Its sales and appeal is restricted, yet there is little in the game which an Amiga couldn't cope with.

This isn't to say that the conversion is poor, simply that in the face of current competition that it looks a bit lacklustre. It follows the arcade's graphics closely but the sound is dire — although it was hardly a sonic wall of noise when it first appeared.

That said, the challenge posed by the game is undiminished, and obviously, most would say, that's the main thing. True, but you'd expect that. Recreating the arcade spirit and finish is what separates real quality releases.

So then, *Ghosts 'n Goblins* can be recommended but with deep reservations about its overall style and more significantly about its relevance when set against the current wave of 16 bit original product. Arcade conversions are fine but they need freshness, unless they are cult classics (which it could be claimed with some justification this is) and extremely well produced. Ghosts is simply too little far too late.

Mike Pattenden

ELITE
PRICE: £24.99

SOUND:	**60%**
GRAPHICS:	**77%**
PLAYABILITY:	**78%**
LASTABILITY:	**68%**
OVERALL:	**70%**



The action heats up.

PROJECTYLE

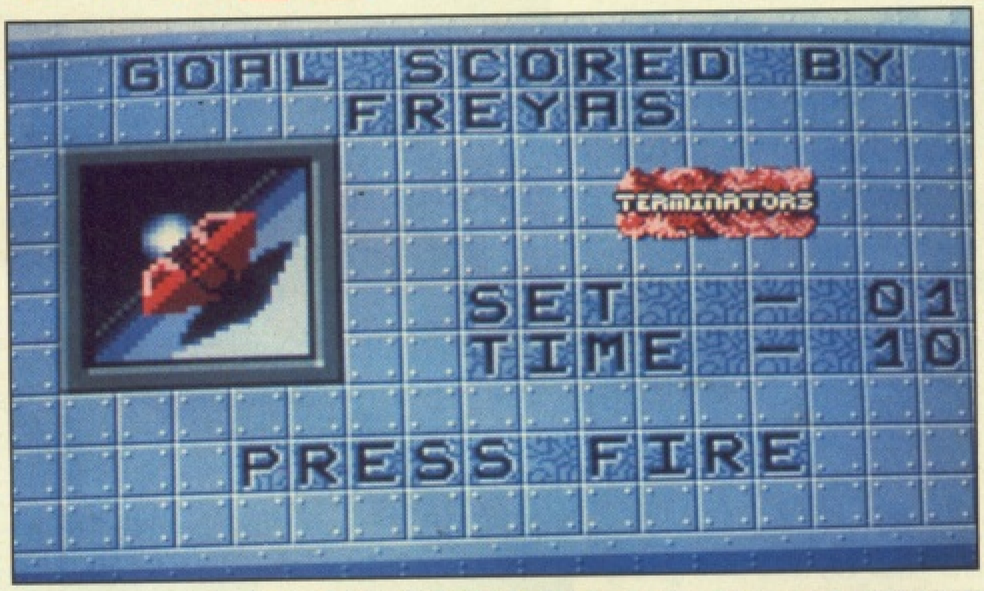
PROJECTYLE

In the movies, futuristic sports are depicted as explosive, destructive, exhilarating and very, very glamorous. Not so, says EA, as they check their astronomical starcharts and discover *Projectyle,* a cross between snooker and *Subbuteo*.

The game arena is split into five square 'zones', connected together by vacuum tunnels to create a cross. In each zone you, plus two other players (human or computer controlled), command one character each with the eventual aim of knocking a small ball into an opposing goal. In two of the zones are solitary goals owned by one of your opponents. Likewise, one of the zones contains one of yours. The fourth and final outer area, known as the 'Frantic Zone', has a goal from each, so things can get pretty hectic in here, hence the name.

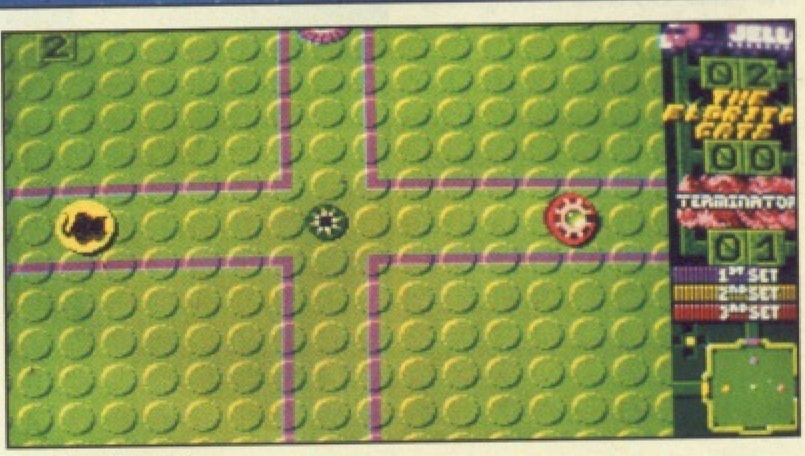
I'm not a bad games player, but I did have one hell of a time getting to grips with the game controls. The idea is a well worn one. Manoeuvre your player to the desired angle, and then 'flick' him at the ball to send the ball flying at a chosen trajectory. Just this much in itself was hard to get used to, with staggeringly strong inertia stopping you from making any tight moves, and when you have two other players smashing the ball out of your way, it can get a little frustrating.

Gooooaaaaal!!



But I persevered, and with time you do find yourself getting used to the controls, and the game does become enjoyable, but does it last?

Though it may not have sounded like it so far, there is a fair bit of variety to be found. All I have described so far is the game 'core'. Around this EA have structured an entire game network, including an eight player league, a sudden death championship, as well as solo games against the computer, friends or both.



Awaiting kick off.

There are a myriad of different backdrops and game graphics, which is nice, but sadly none of them are that great. A simple, blocked pattern is used for each, and the twin level parallax is really old hat. The scrolling is smooth and the movement of the characters and the balls is realistic enough to make the game convincing.

The sound really lets the game down. Unimaginative tunes, played with the same old guitar and drum samples.

Projectyle is a very subjective game. A simple idea executed well enough to appeal greatly to some people, but not to others. I didn't enjoy it because I found the control system too frustrating to get to grips with, but then I know some people that swear it's one of the best games they've ever played. Try before you buy.

Tony Dillon

ELECTRONICS ARTS
PRICE: £24.99

SOUND:	**68%**
GRAPHICS:	**73%**
PLAYABILITY:	**71%**
LASTABILITY:	**72%**
OVERALL:	**71%**



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The side car can be controlled independently of the motor bike.



Stay in the centre if you can.

COMBO RACER



You can choose a snowscape. . .



or desert scenery if you like.





Use the track editor (top left corner) to create hairpin bends.

There have always been simulations of most kinds of on-road vehicle - cars, motorcycles, quadbikes, trucks, pedal-bikes; you name it, there'll probably be a game about it. Apart from sidecars, that is. Gremlin, in their ultimate wisdom, have sat up and taken notice of the gradual rise in the popularity of the sport of combo-racing, and have produced a game based on this fast and furious pastime.

Combo Racer opens with a menu allowing the player to choose the amount of players, whether to go for a practice run or a proper race, and even to create new courses using the in-built track editor. Being a racing sim, the object is to win as many races as possible during the season. While one-player mode entails simply tearing around the track, in a two-player tournament player one controls the motorcyclist while player two takes the role of the chap in the sidecar, leaning left and right as each particular turn demands. At the end of each race, the first nine finishers receive a score which is added to their season tally — the team with the most points at the end of the racing calendar wins the championship. Can you be the one who lifts the trophy and sprays champagne over the crowd at the end of a gruelling tournament?

There are strangely few road-race simulations based around motorcycles, and it's even more refreshing to see one which actually has a twist. Although when in one-player mode the addition of the sidecar makes no real contribution to the proceedings other than cosmetically, in two-player mode the human-controlled sidecar opera.

Graphically, *Combo Racer* is of a very high standard; bike sprites are impressive (although it's a shame that the opposition are the same colour as yourself), as are the multitude of backdrops which are meant to portray various parts of the world. The game also runs at a very nippy frame rate — vital to a game of this type. And then there are the effective sound effects, such as the engine noises which actually echo when going through a tunnel, the screech of metal against concrete when rubbing against a tunnel wall and the agonising crash when you flip your bike.

All in all, *Combo Racer* is an extremely playable, good looking and addictive simulation of a dangerous motorsport, and the inclusion of the easy-to-operate course editor gives the game a lasting quality which similar products lack.

Paul Rand

GREMLIN
PRICE £24.99

GRAPHICS	86%
SOUND	84%
LASTABILITY	85%
PLAYABILITY	82%
OVERALL	84%

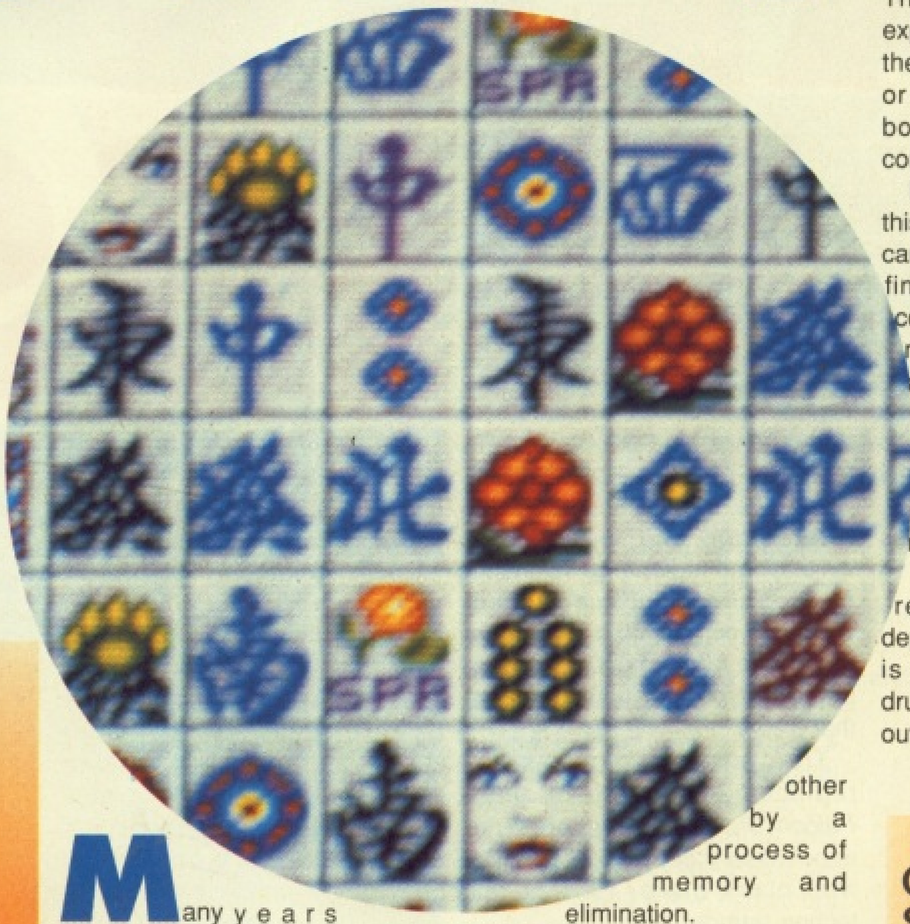


The game is simple enough — until you add a time limit. Then as you progress through levels the time limit shrinks.



The tests are sure to draw you in.

TURN IT



Turn It may not be a classic rendition of the game, but it's great fun to play all the same.

TASTE SOFTWARE
PRICE £19.99

Many years ago I used to play a simple game with my family called Pairs which involved matching sets of two identical pictures with each other by a process of memory and elimination.

Unbeknown to me this was a westernised form of Mahjong, a devious oriental game with many patterned tiles that Japanese businessmen play for hours on end (usually with a naked woman being revealed as the game progresses). So you won't be surprised to find that *Turn It* is Mahjong with a completely literal title for uneducated Brits.

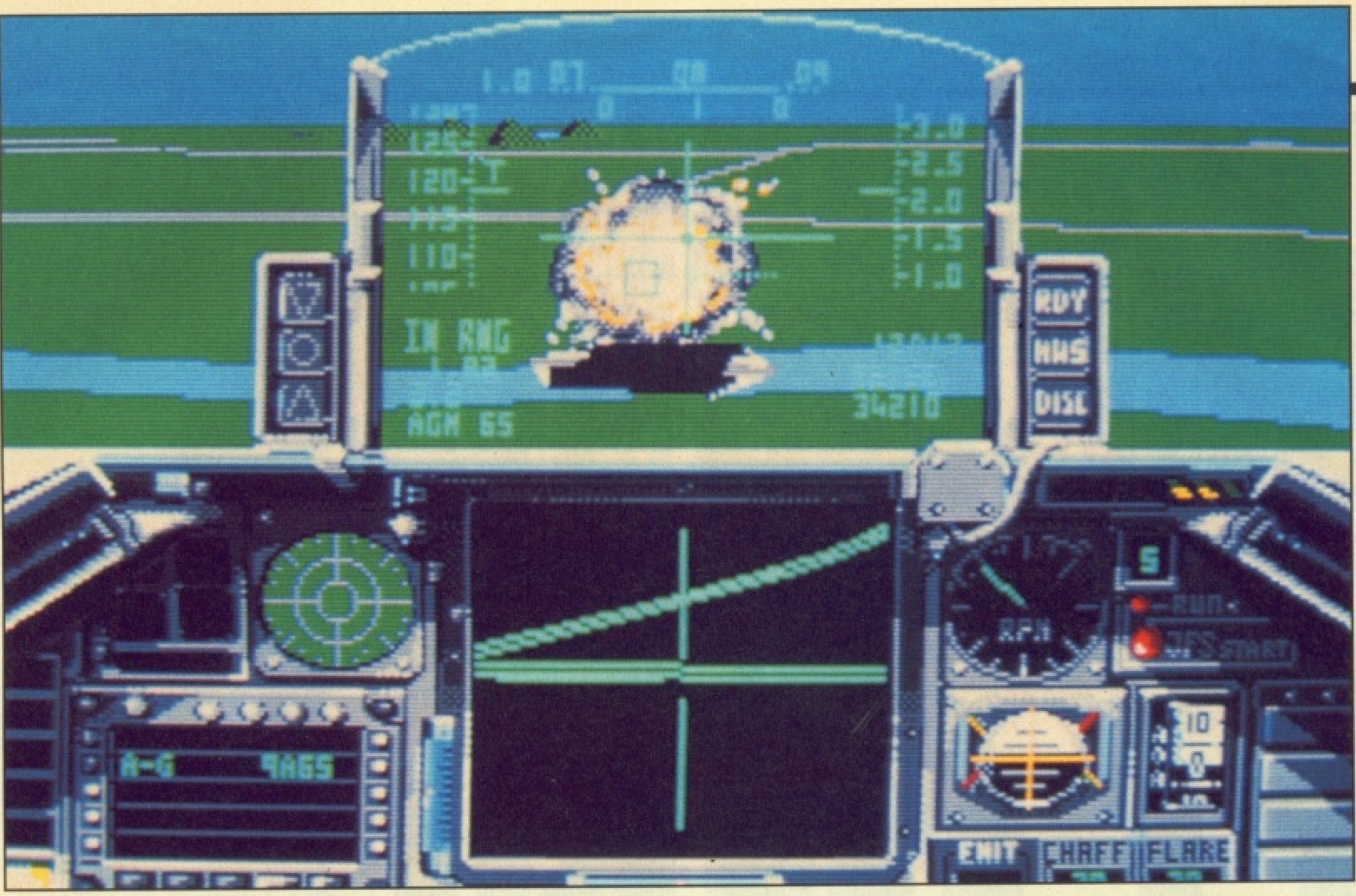
The other surprise with *Turn It* is that it comes from Germany. The game is as simple as I've explained, but to match up pairs they either have to be adjacent or linked by the margin of the board? That sounds far more complicated than it is.

Now you either like games like this or you don't. I don't. So how can I explain away the fact that I find it so addictive? I became completely engrossed in it last night when I came home drunk as a skunk and put it down to no more than being mesmerised whilst in an alcoholic stupor. But there it was this morning saying 'play me, play me'.

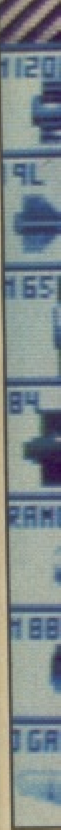
In truth it has nothing to recommend in the graphics dept or in the sonics. All I know is that you don't have to be drunk or Japanese to get a kick out of it.

Mike Pattenden

GRAPHICS	50%
SOUND	60%
LASTABILITY	80%
PLAYABILITY	85%
OVERALL	80%



You're locked on, you've fired, you're a true Top Gun, boy. . . . .



FALCON MISSIO

Even the most die hard *Falcon/Mission Disk* fan must be getting a little cheesed at wiping out the same tank column for the umteenth time. What *Mission Disk II* offers is a full set of new missions, three types of enemy panel, helicopters, new weapons and and a two pronged enemy attack.

When *Falcon* appeared it was hailed as the best thing ever in computer combat flight sims. It featured outside views of the plane like Electronic Arts' *F18 Interceptor* and a level of simulation that some people said rivalled the highly acclaimed SubLogic sims. With the addition of the first *Mission Disk*, *Falcon*'s potential seemed limitless. But that was a long time ago.

The disk works as a replacement for the original *Falcon Disk One*. So there's no unnecessary copying or fiddling with blank disks. Perfect for techno-retards.

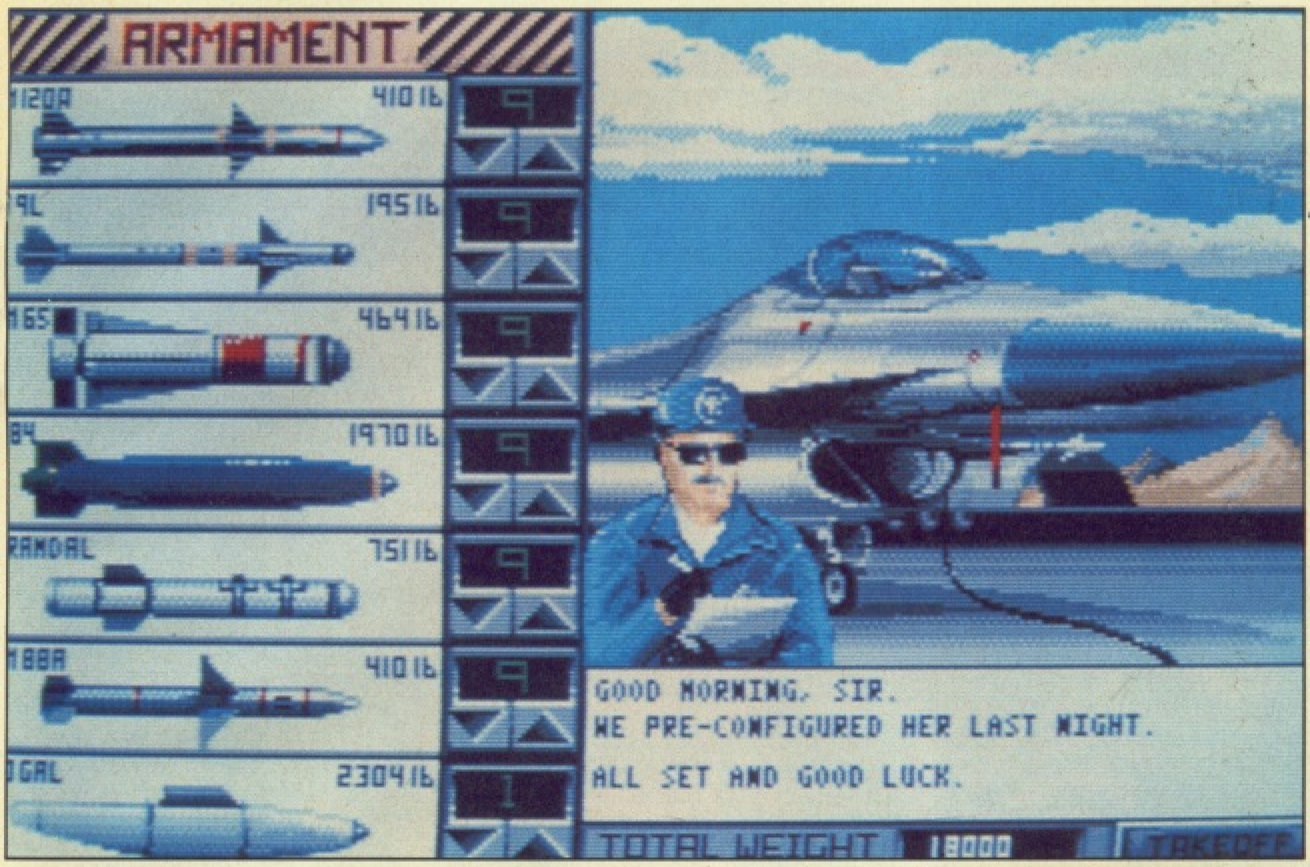
It's the missions which are the main feature in this package. Twelve in total, they range from picking of a pair of tanks to blowing merry hell out of a full scale enemy onslaught. With addition of helicopters the sky's not as safe as it used to be. Now you can come under attack when you least expect it.

You plane has also been modified, now it's an upgraded version of the F16A in *Falcon*. The main advantages now are BVR (Beyond Visual Range) Missiles and Radar Seeking missiles. These offer a new scope for tactics, as the BVR's allow you take out enemy aircraft before they get close enough to worry you, and you can deactivate SAM batteries by destroying their radars.

The enemy have also had a review of tactics. Instead of attacking just the one supply line

MIRRORSOFT
PRICE: £19.99





Options for armaments — so long as this guy doesn't choose for you.



Select rank and mission , if you're good.





The Mission Disk cockpit features the familiar HUD device, allowing you to see altitude, speed and range from target, all in one visual "fix".

ON

DISK 2



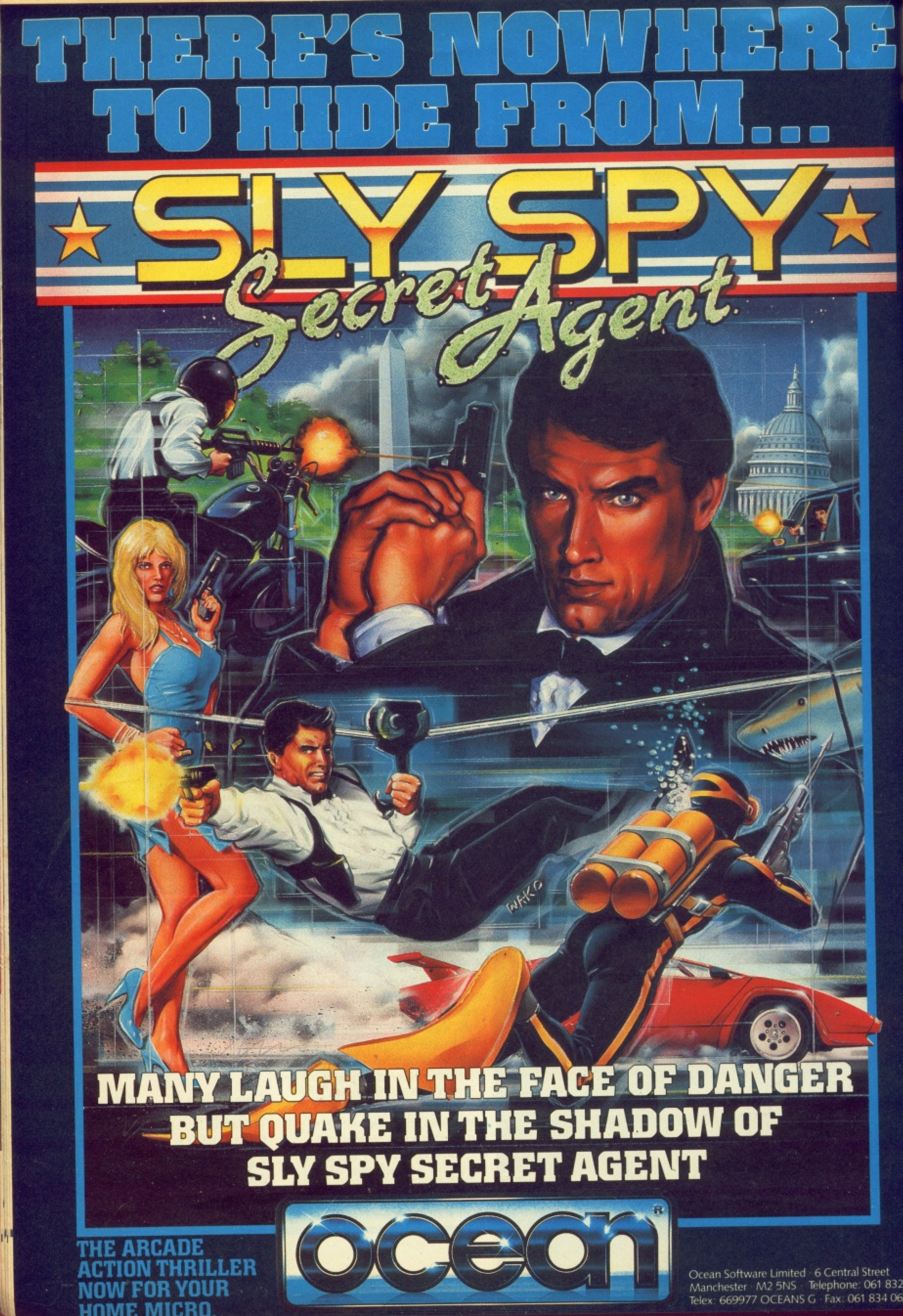
or installation, they now launch combined air and ground attacks at different locations. This adds an interesting twist to your strategy as this time you have work out which location is in immediate danger, and if it's worth breaking from your original objective in order to defend it.

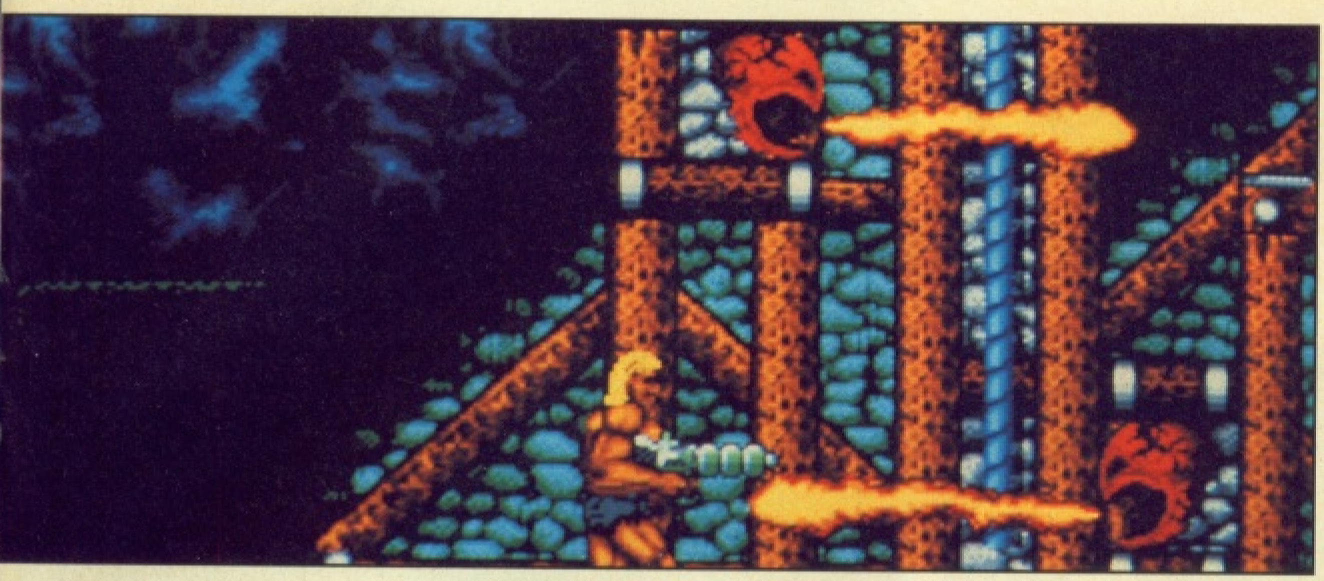
I'm in two minds about this disk. Yes it does offer a new set of missions and a few 'extras' but can it justify a £20 price tag when the game is basically the same thing you paid £30 for a year ago?

If you feel the need for another fix of *Falcon* this mission disk comes highly recommended. On the other hand if your top characters been MIA for the last six months you might to well to hold onto your cash.

Mark Patterson

Graphics	**92%**
Sound	**90%**
Playability	**90%**
Lastability	**90%**
Overall	**91%**


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THE PLAGUE

There are giant worms to avoid, and here's where you get wings.



The blond bombshell is here, pumped-up and powerful. But make no mistake. This hunk of beefcake is no pretty poser. He packs a mean punch. If aliens had any real sense, they would avoid him like a well-known cliché.

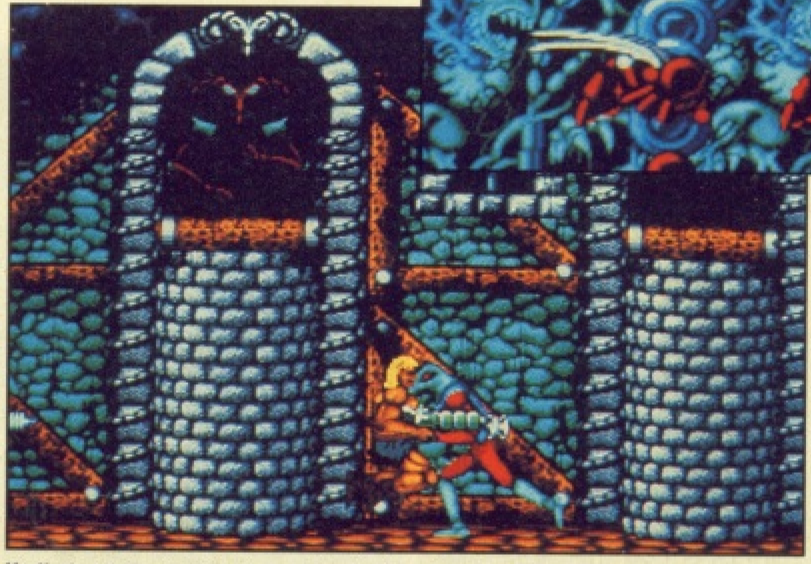
Admittedly,we've all seen something similar to this game . But what it does, it does well.

What we have here is left-to-right horizonally scrolling platform action in a plague-ridden planet. The inhabitants have become hideously mutated. You have to stop the plague spreading, containing it before everything ends in a mutated mess. In other words, kill everyone before they kill you.

And to eradicate the creeps you are equipped with some real heavy-duty hardware. The initial gun spits out death in rapid fire. You get an endless supply of bullets. Hold the fire button down and it changes to shoot out a powerful bolt of red death. Not only that, hit the space bar and a smart bomb purges a lot of the nastiness from the screen. But not all. It appears that the really big mutants can't be destroyed. You have to dodge them.

The mutants in the early stages are varied — things which look like skeletal fish erupt from the ground, large mutant flies bomb around, weapon-equipped mutant troops dash about, bubbles of deadly gas kill on contact and, my particular favourite, huge eyeballs spew from a well.There are other weapons to collect, although these do not last indefinitely. The three-way laser is particularly nifty.

The main character is impressively large, as are many of the mutants, the scrolling nice and smooth. All things sprite and beautiful.



If all else fails, tackle the nasties in hand-to-hand combat.

My only gripe is that when you get killed you don't start at the same point again. I hate having to keep going over old ground.

There's even what appears to be a free design-your-own-screen facility. But, I must admit, I never fully invesitgated. I prefer the action.

And action is what you get . Heroic, hot, fast and furious. Get infected by it.

Paul Boughton

THE SOFTWARE BUSINESS
PRICE:£24.95

SOUND	**82%**
GRAPHICS	**90%**
PLAYABILITY	**85%**
LASTABILITY	**80%**
OVERALL	**83%**

FLIMBO'S QUE



Inset - One of the hidden treasure rooms.

It looks like a treasure room entrance at the p of th



I wanna tell you a story. Boy meets girl, girl likes boy; they get on like a house on fire. Enter a mad professor; girl is forcebly removed from boy. Boy gets well needled. Sounds like a rescue attempt's on the cards.

The boy's Flimbo. A cute, clumsy, Americanised chappie who's also the regional super hero. The professor is Fransz Dandruff, inventor of a marvellous rejeuvenation machine which he intends to use on himself. Unfortunately for Flimbo's girlfriend, she's going to become a vital component in this machine, which will drain her youth and give it to Dandruff.

Flimbo can only get into Dandruff's fortress by casting spells to teleport himself there. Naturally there's a catch. The scrolls containing the letters for the spells are in the hands of Dandruff's creatures, and can only be recovered by shooting them.

The first level starts with Flimbo standing outside a shop owned by the wizard, his only ally (although the wizard's only in it for the money and will quite happily help anyone for the right price). A box at the bottom of the screen shows you which creature's holding the first scroll, though he's not on his own. The level one creatures aren't too difficult, a mixture of snails, lizards and big mammals who are only dangerous if they come within range. The scroll carrier is marked by an arrow which floats above his Shoot him and he'll oligingly drop his parcel. Kill an ordinary creature and it should drop a gold coin which can be spent in the wizards shop. Occasionally they might drop a sand timer which gives you more time to rescue Flimbo's girlfriend, or a heart, which goes towards earning him an extra life.

Once a scroll has been collected it needs to be taken back to the wizard. This is a good time to take a breather and possibly purchase something as well. Bottom of the list is a potion of invulnerability which turns Flimbo's face green and makes him indestructible for thirty seconds. Extra power gives

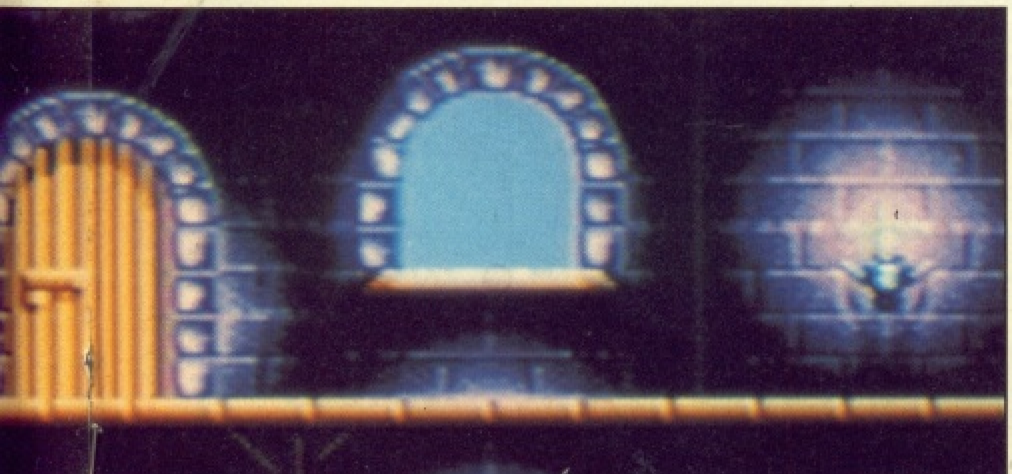
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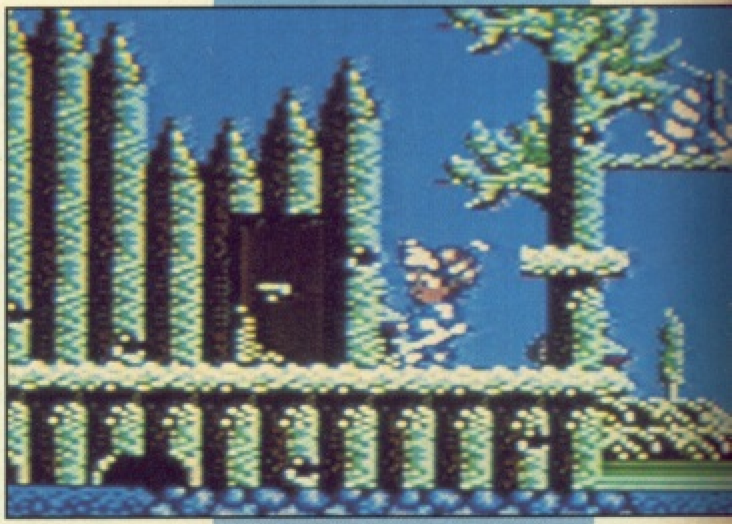
SYSTEM 3
PRICE: £24.99



EST

at the top of the screen.



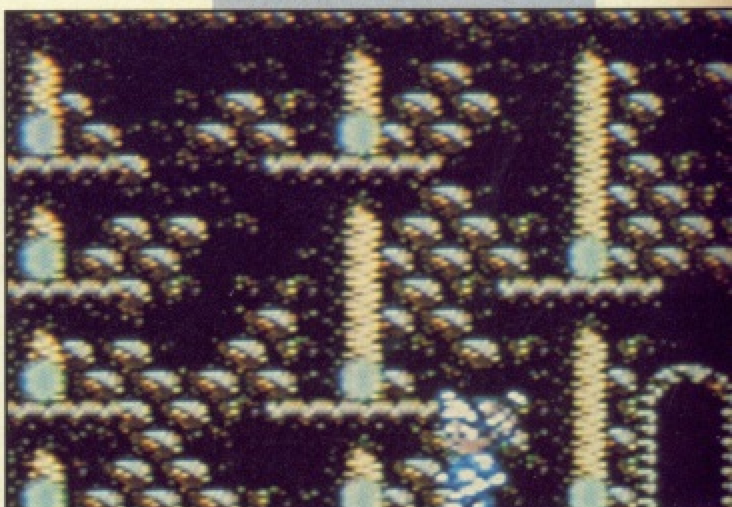


Left - The jolly green giant's half brother.

Right - At this point you're searching for the letters of the spell, while topping up your cash reserves.



The Wizard. Here you can buy extra weapons, or , if your lazy, the complete spell to take you to the next level.



The treasure rooms are an important source of income, that's if you collect the bags in the right order.

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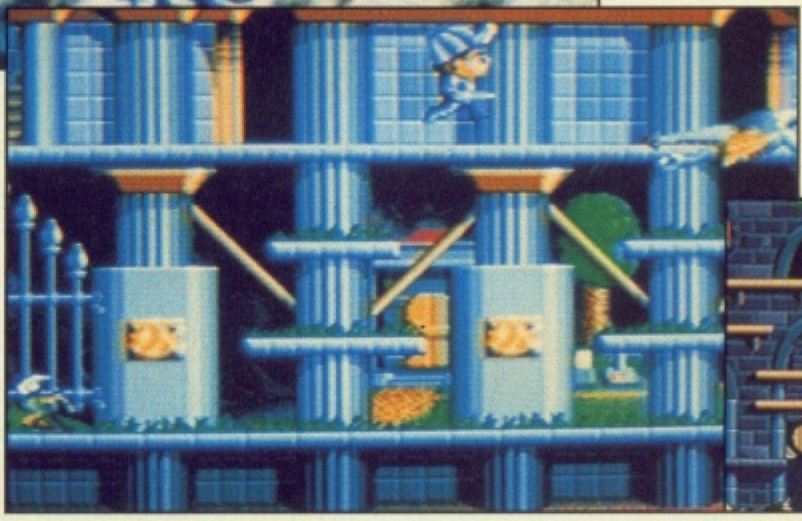
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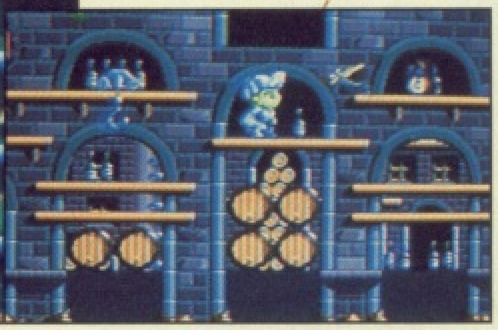
It starts getting really hectic on the later levels.



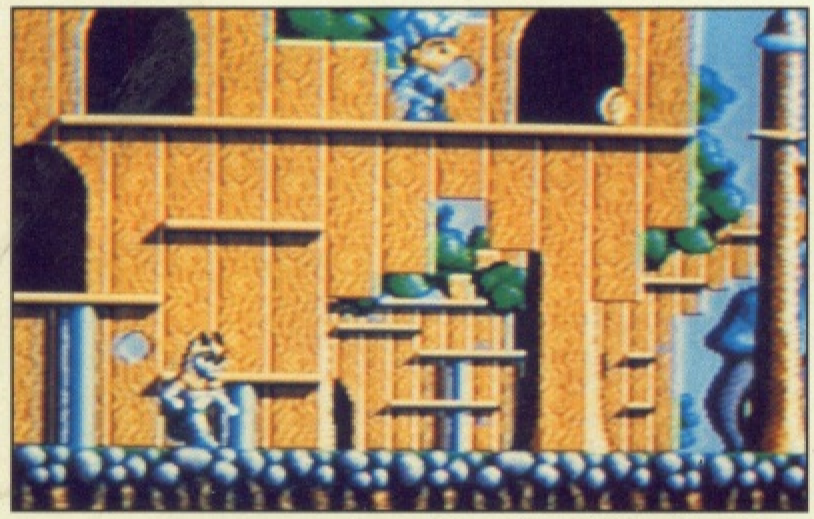
Below - Flimbo enters the last stage of his quest.

your weapon twice the range and twice the power it had before. Slighty more pricey is a letter of the spell, for the impatient adventurer. If you're running behind schedule you can quite literally buy some time. Finally, you can buy the whole spell, which wil advance you to the next level.

Apart from being seriously cute, this is a game which has everything. The graphics are excellent, the forground scenery is well-drawn and imaginative working well with the background parallax. Each breed of creature has its own particular habit, from sprinting around unexpectedly to blowing up if you get too close. It's worth turning up the volume as well; the music is fantastic, some of the best I've heard on an arcade game.



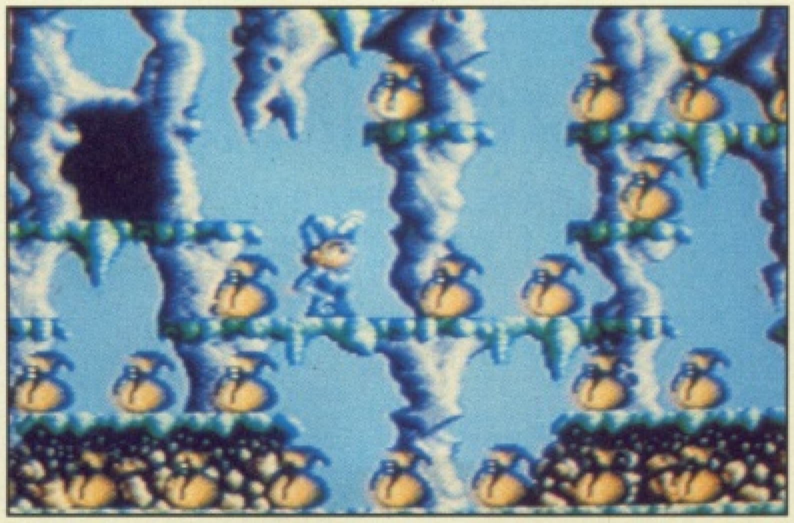
it's cutesy time among the casks.



Above - The wolfman of level 2.



Ropes and ladders.



Below - One of the more awkward bonus stages

Flimbo's is easy to get into and a bugger to get out of. A darned good game that will appeal to everybody.

Mark Patterson

Graphics	91%
Sound	93%
Playability	92%
Lastability	91%
Overall	92%



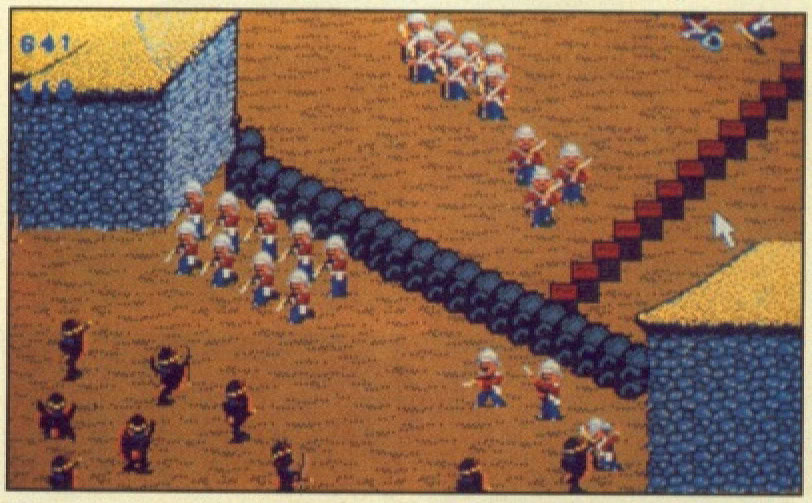
Attacking the hospital are 4,000 Zulus, bent on wiping out the invading force.

RORKE'S DRIFT

Based on historical facts, Rorke's Drift lets you re-enact the infamous defence of a small hospital outfit against thousands of rampaging Zulus.

There are two games to play. The first follows the true sequence of events while the other game is entirely unpredictable.

The game is played man for man, and that means a lot of planning. Each unit is capable of several different actions, including running, shooting and fighting hand to hand. How well they perform depends on how tired they are, their injuries and their own natural abilities.



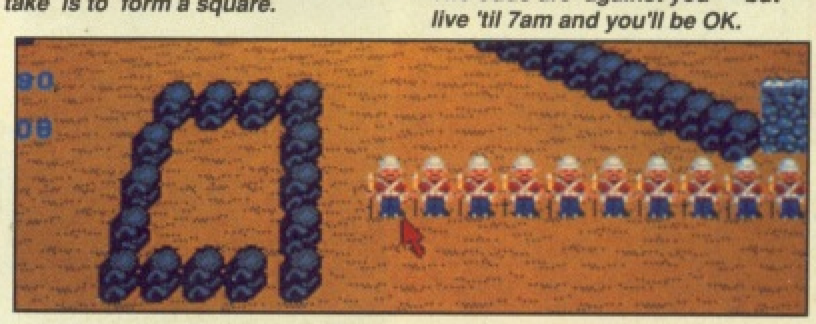
One of the best defensive options to take is to form a square.

Thankfully, you don't have to 'program' each man individually. If you want a group of twenty men to run to the north wall, you can click on one, issue the orders, and then use the 'same orders' command on any other character as necessary.

The graphics in RD are fine. They're large, colourful, and well-animated. However, I couldn't help thinking how cute they all are. This didn't inspire me to go out and shoot up a few thousand Zulus. Indeed, the whole idea of wiping out an under-equipped army fighting for their homeland is a bit suspect. After all, the British were the and the initial aggressors.

Rorke's Drift is incredibly playable. If the game had been given an historically accurate and the gamesplayer was aware of just why the hospital was being attacked, I'd have been happier.

Tony Dillon



First line reload, attenshun chaps!

IMPRESSIONS
PRICE: £24.99

Sequence Of Events

Like any good wargame, Rorke's Drift plays in cycles. The first order each day is to check the field for attacking Zulus or wounded soldiers. Depending on the situation, either tend to the wounded or repel an attack. While issuing commands the game time is 'frozen'. You can do this at any stage of the game and then click back into the action. The battle runs in real time, but if you find you don't have fourteen hours to spare, you can put the game into fast mode, where the screen is replaced by a large picture of a clock, and you are informed of events as they happen.



The odds are against you — but live 'til 7am and you'll be OK.

SOUND:	80%
GRAPHICS:	81%
PLAYABILITY:	83%
LASTABILITY:	88%
OVERALL:	84%



MANHUNTER

SAN FRANCISCO

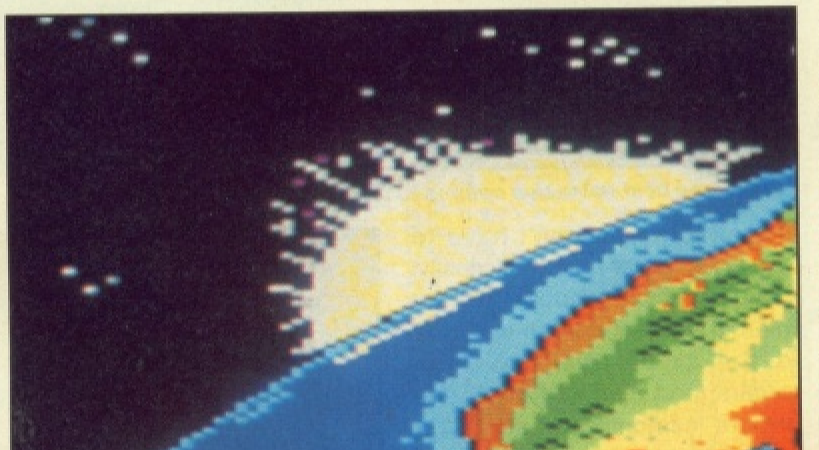
CU SCREEN STAR



Danger in the docks!



Check out China Town.



The view from space.

SIERRA
PRICE: £29.99

In the year 2004 we're going to be invaded by eyeball-like aliens called Orbs, who pollute the environment, experiment on humans and hire manhunters. The Manhunters are human employees of the Orbs who have the job of tracking down, capturing and handing over people conducting anti-Orb activities.

At the end of *Manhunter: New York*, our hero and renegade Manhunter jetted off to the sunshine beaches of the West Coast in hot pursuit of Phil, alien collaborator and maniac murderer. In the sequel, you play the same character determined to track Phil down and find out how strong the Orb empire has become. Crash landing in San Francisco, you manage to get clear of your craft and assume the identity of a fellow Manhunter who you accidentally killed. Then the fun really starts.

All this is depicted in a nice animated sequence which is a great taster of things to come. The





Bad parking of the spaceship.



Casing the joint.



Down these mean streets, a Manhunter must go.

game action is broken up in four ways. First, there are close up views of your immediate area which allow you to interact with the objects and characters around you. Next is the transport screen, which is basically a map of 'Cisco showing all the locations you can visit. Third are the arcade sequences which include shoot 'em ups, and a maze-like game similar to that found in the hospital section of *It Came From The Desert.* Finally there are animated sequences which help break up the action and add to the atmosphere of the game.

There are no text commands; everything is entered via the mouse and the return key, so you don't have to worry about ambiguous transatlantic gibberish.

If you have a copy of *Manhunter: New York* you should be able to dive straight into this sequel. The plot is in a similar vein, though we are promised a few surprising twists along the way. Your main source of help comes from your Manhunter Assignment Device computer, a portable terminal which allows you to keep tabs on the people you want to meet, and the guys the Orbs want you to capture or terminate. The puzzles are not too taxing, the only problems arise from failing to search a location properly. The various clues you find link together to shed some light on Phil and exactly what the Orbs are doing on Earth.

The graphics are technically poor and clumsy, but some of the animated sequences are superb. One of the best takes place when the Manhunter's space ship is hit, ricochets off a building and crash lands. Staggering out of the ship with stars spinning around his head, the Manhunter looks down and sees a pair of legs sticking out from under the craft and realises that he's crushed someone to death. Pretty gruesome, but very effective. The accompanying soundtrack, however, is totally inadequate and spoils the effect.

Overall, *Manhunter: San Francisco* is an exciting sequel. Don't expect a *Leisure Suit Larry* clone, it's nothing like it, rather *Manhunter* has a style all its own.

Mark Patterson



Slaughter on the sidewalk. Dead men keep their secrets. They don't tell tales.

SOUND:	**63%**
GRAPHICS:	**72%**
PLAYABILITY:	**88%**
LASTABILITY:	**90%**
OVERALL:	**87%**

1 Start by tracking the target on your MAD. Then close in when he's left his first stop.



2 This time it's bank of Canton in China Town. Click on the doorways to find out which one is open.



3 The open door leads to a rather grungy room next to the bank. Click on the tunnel on the right to enter it.



4 There's a light at the end of this tunnel, and a bit more besides.



5 A body and plenty of litter, this definitely requires a closer look.



6 Strange place for a tattoo, looks like something out of a street gang.



BUYER'S GUIDE

Here it is! The essential CU guide to the hottest selling titles on the Amiga. Check out what's going to be new in June, which games the CU staff play, and the Classics on Release chart – our guide to great games that are still available.

JULY RELEASES

PRODUCT	*PUBLISHER/INFORMATION*
DRAGON WARS	Fantasy role-playing from EA/Interplay.
NEUROMANCER	Cyberpunk RPG again from EA/Interplay.
CHUCK YEAGER'S ADVANCED TEST FLIGHT TRAINER	Flight skills, again from EA.
MAGIC FLY	Combat galactic crime. EA.
HEROES	Barbarian II, The Running Man, Star Wars, Licence to Kill. Domark compilation.
ICEMAN	Adventure from Sierra/Activision.
COLONEL'S BEQUEST	Activision whodunnit.
TUSKER	System 3/Activision.
LAST NINJA 2	Martial arts again from System 3/Activision.
LIFE AND DEATH	Hospital RPG drama from Mindscape.
KNIGHTS OF LEGEND	Fantasy from Mindscape.
ORIENTAL GAMES	Mash, thrash 'n' bash from Microstyle.
F-19	Microprose flight sim.
GRANSLAM TENNIS	Served by Granslam.
MR DO! RUN-RUN	Arcade classic from Electrocoin.
THUNDERSTRIKE	Mirrorsoft air action.
BATTLE MASTER	Fantasy action from PSS/Mirrorsoft
BACK TO THE FUTURE II	Film adaptation again from Mirrorsoft.

AMIGA CHART

TM	LM	
1	1	F29 RETALIATOR. Second month at the top for Ocean's futuristic flight sim.
2	NE	MIDWINTER. Rainbird/Microprose's snowbound strategy debuts with a challenge for the top.
3	2	ITALIA 1990. Codemaster's World Cup budget game slips again.
4	NE	ITALY 1990. World Cup fever scores for US Gold.
5	3	PLAYER MANAGER. A slip of two places for Anco.
6	4	MANCHESTER UNITED. Chrysalis' reds go marching down.
7	5	688 ATTACK SUB. EA's sim dives two places after one month.
8	NE	BATTLE OF BRITAIN. Possible high-flyer for US Gold.
9	18	FOOTBALL MANAGER 2. A big climb for Addictive's chart re-entry.
10	6	ADVANCED SKI SIMULATOR. Codemasters' budget sim slides four places.
11	8	MANIC MINER – Software Projects.
12	NE	CASTLE MASTER – Domark.
13	10	RAINBOW ISLANDS – Ocean.
14	20	IMPOSSAMOLE – Gremlin Graphics.
15	7	TREASURE ISLAND DIZZY – Codemasters.
16	11	PACMANIA – Grandslam.
17	15	BUDOKAN – Activision.
18	RE	SHADOW OF THE BEAST – Psygnosis.
19	NE	SHERMAN M4 – Loriciels.
20	NE	TRIAD 3 – Triad.

LAND OF THE GIANT DISKS

Games we think should be huge.

STEVE JAMES	Flood, Flimbo's Quest, International Super League.
MARK PATTERSON	Rotox, Flood, Subbuteo.
DAN SLINGSBY	Flood, Falcon Mission Disk 2.
TONY DILLON	Herewith the Clues, The Plague.

CLASSICS ON RELEASE

PRODUCT	PUBLISHER/INFO
ROTOX Inspired cyborg mayhem. CU Screenstar.	US Gold, £24.99
INTERNATIONAL 3D TENNIS A smash. CU Screenstar	Palace, £24.99
TURRICAN Classy blast 'em up. CU Screenstar.	Rainbow Arts, £24.99
SUBBUTEO Excellent version of classic game. CU Superstar.	Mammoth Games, £19.95
FIRE AND BRIMSTONE Arcade adventure. CU Screenstar.	Microprose, £29.99
CHAMPIONS OF KRYNN AD&D saga. CU Screenstar.	US Gold/SSI, £24.99
LEISURE SUIT LARRY III Love-sick adult adventure Screenstar.	Activision/Sierra, £39.99
THEIR FINEST HOUR Top Class flight aim, amazing graphics and playability. CU Screen Star.	US Gold, £24.99
ANT HEADS Ace sequel to It Came from the Desert. CU Superstar.	Cinemaware, £14.95
TENNIS CUP Good sports sim.	US Gold, £24.99

PRODUCT	PUBLISHER/INFO
ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS Superb coin-op conversion. CU Screen Star.	Domark, £19.99
CRACKDOWN Smash drugs barons. CU Screen Star.	US Gold, £24.99
CYBERBALL Futuristic football.	Domark, £19.99
688 ATTACK SUB Excellent sub sim. CU Screen Star.	Electronic Arts, £24.99
INFESTATION Superb search and destroy. CU Superstar.	Psygnosis, £24.99
SHERMAN M4 Tank battle strategy game. CU Screen Star.	US Gold, £24.99
PLAYER MANAGER Excellent combination of soccer action and management skills. CU Superstar.	Anco, £19.95
TV SPORTS BASKETBALL Excellent sports sim. CU Screen Star.	Cinemaware, £29.95
PIPE MANIA Poor graphics and sound but ace play. CU Screen Star.	Empire, £24.99
THE LOST PATROL Vietnam action and strategy.	Ocean, £24.99
WARHEAD Excellent space-bound strategy adventure.	Activision, £24.99
KLAX Classy coin-op conversion. Screen Star.	Domark, £19.99

FANTASY ZONE

Once again Keith Campbell ventures into the Fantasy Zone offering advice on adventures, role-playing, strategy and war games. Read on for enlightenment.

INPUT

RETURN TO EDEN

Adventure

After finding a safe place under the ground where I cannot be killed by the explosions, when I go up I don't know what to do. I go to a forest where parrots and other animals attack me. What must I do there?

Antonis Evvipidou,
Limassol, Cyprus.

HOUND OF SHADOW

RPG

As a big fan of H. P. Lovecraft I have to say that I think it captures reasonably well the mood of his stories. I have been to the reading room and checked out all cross references, I have found Talbot (slain by hound), stopped Pelham from committing suicide. I have persuaded Marcus and met Miranda, and was cut whilst sleeping. I know about 'blutgrafin' and have read the books, after which I drew a blank. What I would like to know is, is it possible to buy a camera or something to register the strange symbol I have found on a tombstone? And am I missing any references in the library?

Dennis Janssen,
Amsterdam.

HOUND OF SHADOW

RPG

I am having problems with *Hound of Shadow*. How do I persuade Mr. Marcus the shopkeeper that I did not murder Mr. Talbot, and how do I get his help?

Peter Collinson,
Newport, Gwent.

LEGEND OF THE SWORD

RPG

What do I do, say, or give, to the trolls in the kitchen when they have my group's weapons on the table? What use is the wooden disk? Apart from the shovel, is there anything else of use in the room full of garbage? Where is there a light source so I may enter the passage past the rockfall? And finally, is there any use for the sack full of rubbish?

Paul Hardy,
Wales, Sheffield.

THE LAST INCA

Adventure

I've been stuck on this for months now. I cannot find the spade that I need to open the grave with. I managed to cheat my way out of that problem, though, because I found that there were two previously saved games on the disk, and in one of these I was carrying the spade. Then I got stuck with another problem — how can I get the Shaman in the Ice World to help me move the boulder that is blocking my way?

Odd Magne Ogreid,
Bergen, Norway.

REALM OF THE WARLOCK

Adventure

I cannot find out what to give the troll in this adventure from Baudville. I don't know what to do in the graveyard either.

Odd Magne Orgeid,
Bergen,, Norway.

OUTPUT

KING'S QUEST I

Adventure

If you give these three answer to the gnome when he asks you to guess his name, he will give you some beans:

1. Rumplestiltskin.
2. Nikstlitselpmur. (The note you found in the witch's house said 'sometimes it is better to think backwards'.)
3. Ifnkovhgroghprm. (Rumplestiltskin as seen through a mirror — a=z, b=y etc.)

You should plant the beans where the condor is.

Jon Wold,
Flateby, Norway.

UNINVITED

Adventure

Here's some help for Ross McCabe (March issue):

To get rid of the ghost in the church grounds, take the large candleholder in the chapel, and light it. Now you can safely continue your search.

How do you deal with the spider? You need the Spider Cider, which is found in the same place as the Noghost. When you are on the



veranda, operate the Spider Cider on the railing, and go back into the parlour. Now return to the veranda and the spider will come around again, but is slowed down by the effect of the cider. Drag the spider into your inventory, as you'll need it elsewhere.

Luc Stynen
Berchem, Belgium.

BARD'S TALE I

RPG

I am writing to help Jeremy Gowland of Tasmania, who was wondering what the Onyx item is. It is an Onyx key, and you get it from Kylearan, the good wizard of Skara Brae, after completing his tower. The key will allow you entrance to Mangar's tower. This tower is a five level death trap, so be sure that your team is well equipped, and have lots of hit points before even thinking of entering.

Odd Magne Ogreid
Bergen, Norway.

DEMON'S TOMB

Adventure

To preserve the notebook, remove the batteries from the torch, and put the notebook in their place. Close the torch and put it in the coffin, and then close the coffin.

To be able to retrieve the notebook later in the game, lie on the floor and point towards the coffin before the flames engulf you.

LEISURE SUIT LARRY III

Adventure

Return to your mailbox after you have been sacked, and you will find something for which Tawni will be extremely grateful! Gain a point by washing your hands.

Wild orchids are worth a bunch!

FAERYTALE ADVENTURE

RPG

There is a raft at the southern edge of the lake of dreams. To get the crystal shard take the note from the hut in the bog. Talk to the wraith lord in the crypt in the graveyard. Take the bone from the tomb back to the crypt and give it to the lord.

SHADOWGATE

Adventure

Here are some answers for Kjetil Hjelen (February issue). To cross the rope bridge, drop everything except the torch. Stay away from the dog — it will only kill you. But OPERATE the ring in front of the cage, without opening the cage. How do you get into the hole? Simple — don't! It is just there to confuse you.

Luc Stynen,
Berchem, Belgium.

REALM OF THE WARLOCK

Adventure

In the blacksmith's shop, MAKE METAL KEY. (This is the only sentence you will get a response from.)

Plant the bone from the skeleton, and you will get a useful hint.

Odd Magne Ogreid
Bergen, Norway.

INTERACTION

I have just purchased a secondhand Amiga. I am very new to computers. In the software package was the game *Legend of the Sword*. Superb game, but this little fellow keeps popping up asking for secret words. Unfortunately, the book he refers to wasn't in the box. I would be most grateful if you would let me have a few pointers for the words, and perhaps a few clues.

I like 100% adventure games without any arcade routines. Could you also advise which games are the best pure 100% ones to go for?

Rob Boulton,
Newton Abbot, Devon.

Keith's Response: I'm afraid you're just going to have to get hold of a copy of that book somewhere, or give up trying to play the game. The program prompts for words taken at random from the text, as a safeguard against piracy. The adventures you should go for are those from Infocom, Magnetic Scrolls, and Level 9.

I still can't catch the mouse in *Jinxter*. It might be because I have version 1.0.

Dr. S.A. Hassan
Abu Dhabi, U.A.E.

Keith's Response: You should set the trap with cheese in the kitchen, leave the kitchen for a few moves, and then return to find the mouse..

I am still having trouble with Microprose. I gave their number a ring, and they gave me a Helpline number. When I rang it I was told that there used to be a man that handled Rainbird's games, but he has now mysteriously disappeared. It looks like Microprose's after sales service has left me out in the cold.

Wayne Jacques,
Waterford, Ireland.

Keith's Response: Come on Microprose just send Wayne a replacement copy of his faulty tape, that's all he asks.

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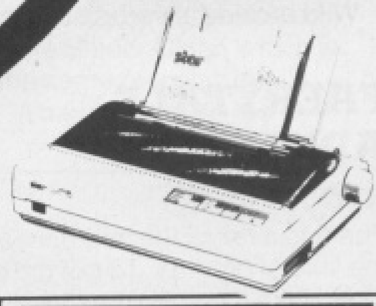
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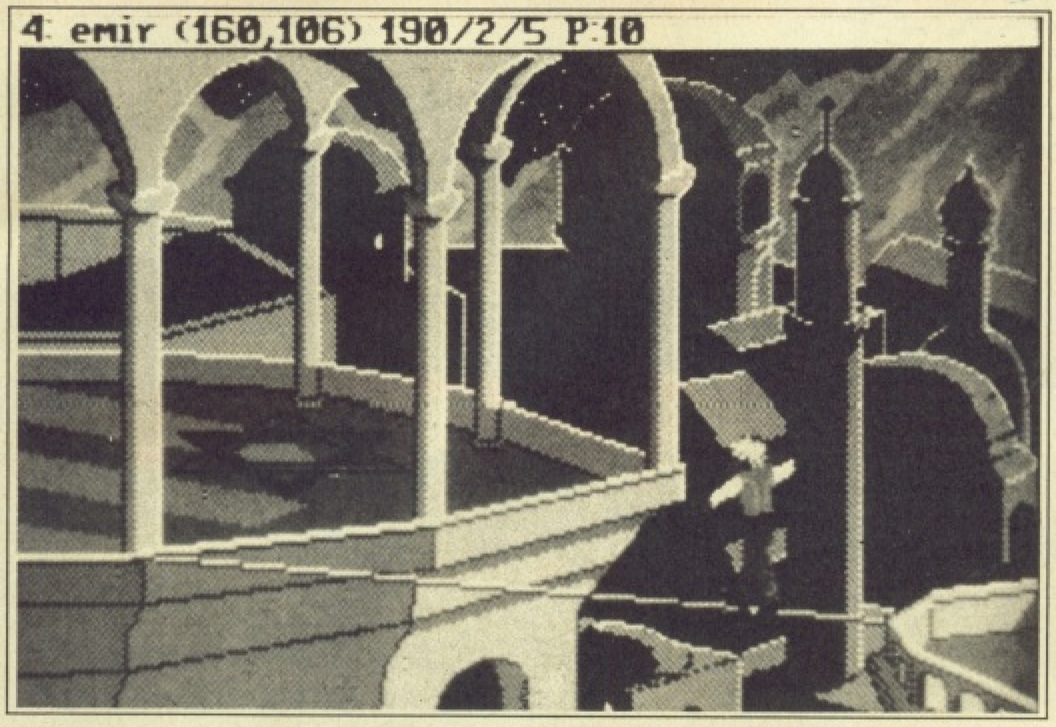
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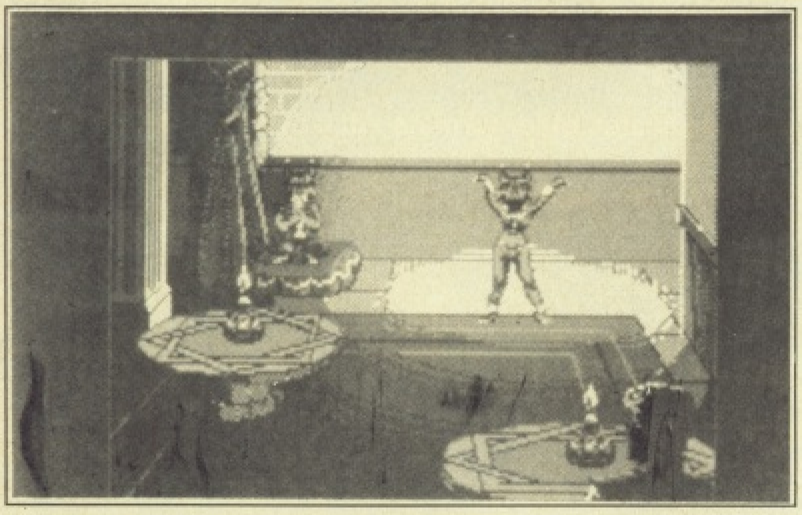
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FANTASY ZONE NEWS





The all-new Hero's Quest II.

HERO'S QUEST II

RPG

Designed by husband and wife team Lori and Corey Cole, *Hero's Quest* notched up a massive 100,000 sales. Now this, the second in the series of four looks set to follow suit.

The game is set in the desert cities of Shapier and Rasier, it continues the adventures of your self-made hero. Apart from the plot the main differences are an improved combat system, better character interaction and control and a larger game world.

Again this will utilise Sierra's much touted SCI system of graphics which uses digitised airbrushed artwork for backdrops and animated sequences. Available in the autumn with plans for a CD-ROM version in 1991.

POLICE QUEST III

RPG

Designed by a fifteen year Californian Highway Patrol veteran, *Police Quest One* was a mega success. Its sequel follows the same style, only now your character has been promoted to homicide. All seems rosy until the Death Angel escapes from jail vowing to kill the people who put him there, and that includes you.

Featuring SWAT teams, bomb disposal and underwater teams, *Police Quest II* will be available at the end of June.

ISHIDO

RPG

Not really a new game but more a reissue. *Ishido: The Way Of The Stones* was originally available in America as a collectors edition and priced at $295.00.

Ishido is based on an ancient Japanese game where 72 decorated stones have to be accurately placed on a 96 square board. Stones can only be placed next to stones of the same design or colour.

As with most ancient Japanese games it's connected with I-Ching, Chi and meditation, so you're effectively getting guidance, relaxation and harnessing your inner self when you play. Available at the end of the year.

RISE OF THE DRAGON

RPG

Making an entrance into the RPG market are Dynamix, usually recognised for arcade games. Their first, *Rise Of The Dragon*, utilises their new Game Development System.

Completely mouse controlled, you're cast as a futuristic private eye trying to unravel the most testing mystery of your career.

Dynamix are promising a lot of new features with this product, but as yet we have no release date.

SEARCH FOR THE KING

ADVENTURE

Les Manly, video tape winder and lowly employee of WILL (New York's lowest rated TV station), has been given the chance to win a million in WILL's new contest; whoever finds the King, the world's most elusive entertainer.

Using a new super manageable parser which lets you use objects in more than one location, you can experiment with different items in many locations.

Released first by Accolade USA, *Search For The King* should hop the pond in time for Christmas.

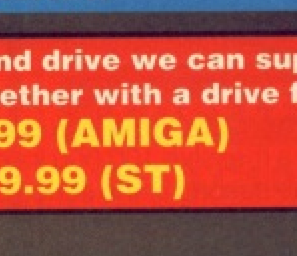
KING'S QUEST V

RPG

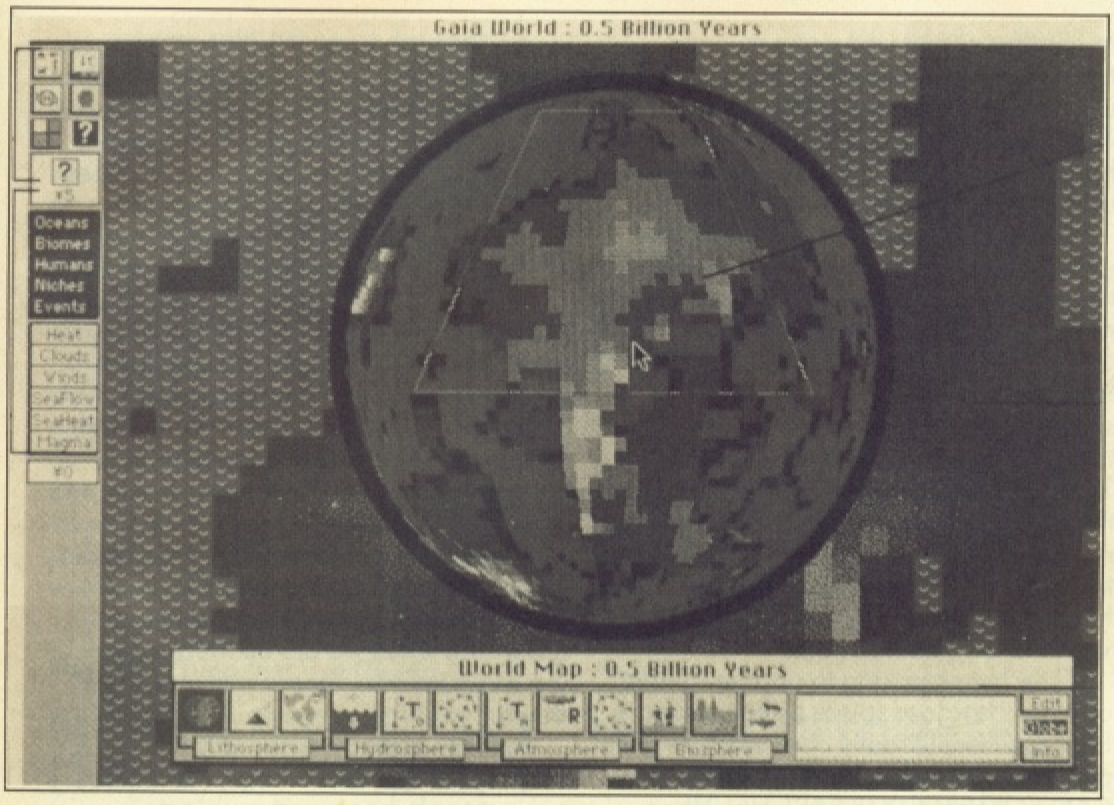
Another sequel from Sierra, though understandably so as the previous four have combined sales of over one and a half million. *King's Quest V* will be the first Sierra product to use their new Hollywood animation techniques and promises to be a cut above its brothers. It will also be available on CD-ROM, where it will feature hours of digitised speech and over ten megabytes (that's twenty Amiga's worth) of information.

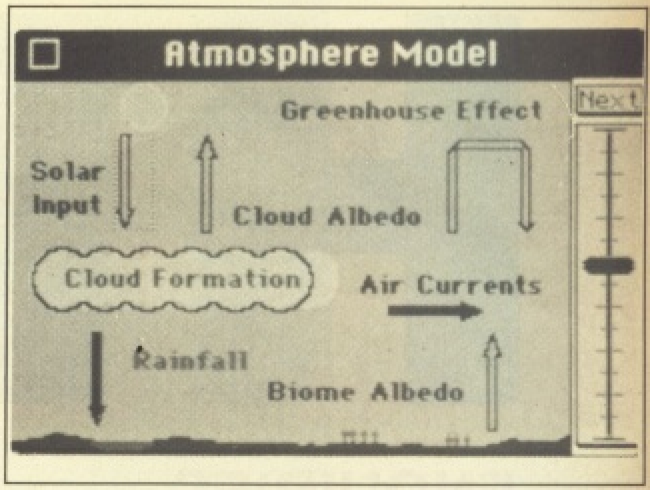
KQ V should be ready for the Amiga and CD-TV around spring '91.

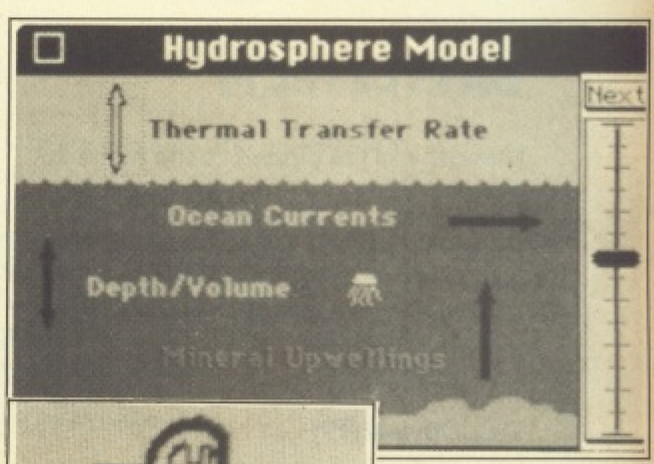


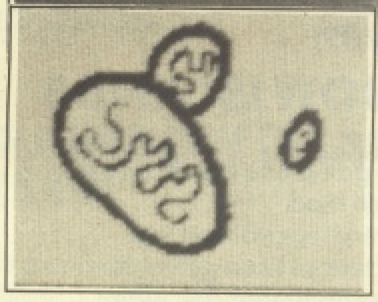


FANTASY ZONE NEWS









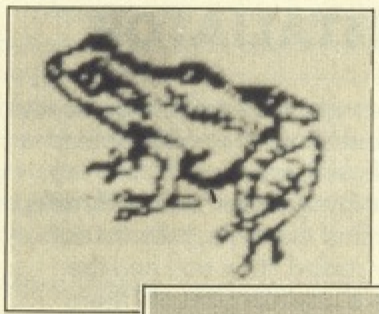
SIM EARTH

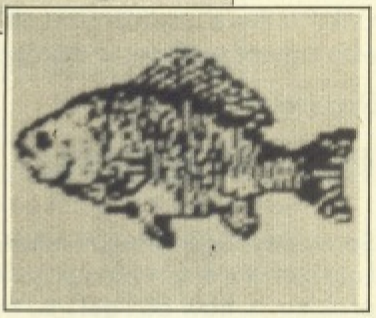
STRATEGY

Answering the question of where Maxis could go after *Sim City* is *Sim Earth*. As the title suggests the game now encompasses Earth, Mars or a designer planet tailored to your own needs.

The time span of the game ranges from year zero when the Earth is first born, through the Stone Age, Bronze Age, Iron Age, Industrial Age, Atomic and Information Ages and ends with Nanotech, a Logan's Run style high technology period.

Rather than the one city level in the original, *Sim Earth* is played in six different planes: Biosphere which deals with the life forms on the planet; Atmosphere which is weather and pollution; Lithosphere lets you see and alter the traits of the planet's crust by taking weather erosion, geothermal energy and continental drift into account. The Hydrosphere is concerned with ocean development, including depth, minerals and the volume of water which reaches the atmosphere. Orbital shows such things as meteors and orbit eccentricities. And most importantly, Civilisation. This deals with cities, populations, combat and anything else that people get up to.





Sim Earth promises to be one of the biggest games ever. Maxis are only working on the PC version at the moment, but are confident that the Amiga version will appear mid-1991. It will be released on the Ocean label.

SPACE QUEST IV

RPG

Sierra are making quite a name for themselves with the number of sequels they release. Their latest in the *Space Quest* series follows intrepid janitor Roger Wilcox as he attempts to return home after the successful completion of *Space Quest III*.

This time Roger finds himself up against the Sequel Police who are determined that the *Space Quest* series won't make its way to a fifth incarnation. However Roger has the Time Rippers on his side, a terrorist group dedicated to protecting his life.

Wackier than ever, *SP IV* should be appearing early next year.

THE WORLDS OF ULTIMA: THE SAVAGE EMPIRE

RPG

Following on from his incredibly successful *Ultima* series, Lord British has produced a spin off game using the same play system but without the swords and sorcery.

Set in a steamy lost world style jungle, where you and your team of scientists and adventurers will encounter lost cities, cave men, dinosaurs, a princess but no Doug McClure.

Lord British intends to continue the *Worlds Of Ultima* alongside the original *Ultima* series to keep both sets of fans happy.

HELPL

ENQUIRIES

BATTLETECH

I have found the hidden cache of mech parts but it says your mission is nearly fulfilled and all you need to do now is contact Katrina on the Hyperpulse generator. How do I do that? Is it something to do with the map room and if so what do I do?

PLEASE HELP!

D.G. Daview (T9)

RAINBOW ISLANDS

I bought this game one month ago and it's making me mad.

I have a very big problem with *Rainbow Islands* as I can get to the spider at the end of round 4, island 1, but I cannot kill it. In the instructions it says that there is a secret way out of the island, but I can't find it.

Please could somebody help me?

Lisa Bridges (T7)

DRAKKHEN

Please can someone help me in this tricky adventure: I have visited all four lands, and been in lots of pubs, a couple of holy places, the blacksmiths, a hundred peasant houses, Prince and Princess Horagga's palace, and lots of other locations. My characters are on level 7, level 5, level 4 and level 3, but I have found no tears at this present moment. In the ice-land, how do you get in the ice-palace blocked with the stalactite?

I discovered how to get into the palace with the closing drawbridge (by unlock spell) but the stalactite is simply killing me!

Please, can someone send in a map, or hints, or anything to make the quest possible. Cheers!

Chas Henderson (T6)

ELITE

I'm having a lot of trouble with Mission Five in *Elite*, which is to destroy the Thargord space station.

When given the mission, I fly straight to another planet and make my way towards the enemy space station and open fire. As soon as I do this, about 5 Thargords come out at you. When I try launching a missile, the space station just uses ECM to destroy it!

Now I have tried using the cheat and getting the ECM jammer and blowing up the space station, but that achieves nothing, because a Thargord ship disguised as a trade ship comes out. I've tried launching missiles at it, but strangely enough, the ship just outruns them. If you open fire, a whole lot of Thargord ships appear from the ship as if they were hidden inside. When you manage to blow up the trade ship, all that ever comes at you is Thargords. I've hung around blowing these up, but it seems to get you nowhere.

If I try hyperspacing to another planet, another Thargord space station appears from nowhere! I really can't see how it is possible to complete this mission, so CAN SOMEBODY PLEASE HELP?!

Alister Thomas (T5)

F-29 RETALIATOR

I have just bought this excellent game for my Amiga, but I have a small problem: in the Middle East there are a lot of missions that involve destruction of tanks, but I cannot find the tanks; they do not show on my radar! How do I find the tanks? Is there any top guns out there who can tell me how to do this?

Dag-Heine Bjoerdnal (T4)

INFESTATION

Some days ago I bought Infestation, and I am sure it is a marvellous game, but the problem is: how do I get into the underground? I have found the transporter, but I die from radiation every time! Please help me, as I would like to get a bit further than the beginning of the game.

Dag-Heine Bjoerndal (T1)

TV SPORTS FOOTBALL

I own a game called *TV Sports Football,* although the matches are just too long (an hour each) and I seldom have time to play through a season. Has anyone got a poke or cheat for this game which shortens each match so I'll be able to play it in less time than usual?

S.N. Hardy (T8)

MAJIK

I have recently purchased the game *Majik.* We can only get to these places: Markam Halls (beginning) grassland, centre of village, shoemakers, outside of tavern, inside of tavern, grassland with Boldok the thief, the 3 eastern escarpment places.

We are also able to collect the rope which we can use to climb to the top of the escarpment. We cannot get anywhere when we are up there so we use *Majik* to form steps to allow us to get down.

The only objects we can find are: Majik sphere, food, coinage, rope, ale, ancient tomb, boots and eyeglass.

PLEASE, PLEASE, PLEASE could anybody help us by telling us new places and objects.

Julian & Andrew Martins (T3)

BUBBLE BOBBLE

I have a problem with *Bubble Bobble.* I can never complete it. Hopefully you know some more cheats. When the title screen is on (yellow cloud with *Bubble Bobble* written in it) use player one's controls and tap the jump button. Then move the joystick left and tap player one button, joystick left, then fire then joystick left, then player one, then joystick left, it will give you 'power up' (shoes and rapid bubble from the start, even if you die). Also, if you tap fire, jump, fire, jump, fire, jump, joystick right and then player one it will give you 'original game' (diamond door even if you die).

Peter Linde (T2)

RESPONSES

RIK DANGEROUS (S5)

In response to your enquiry of the above reference from Mrs. S. Sola in the June

LINE

PLAY TO WIN

issue, we hope that this will stop her husband from being driven around the bend.

Drop onto the platform and duck, the spear will pass over your head. Nudge along very carefully to the edge of the platform (you should be half on and half off it), then wait for the "whoosh" (spear sound), when it is about to "whoosh" jump diagonally to the right, you will jump over the spear and land on the first platform, keep the joystick pressed diagonally to the right and you will automatically jump over another spear onto the right hand platform. Then shoot the wall to the right which removes the spikes, go down the ladder and carry on with the game.

I hope this helps.

The "Rick" Team at Core Design.

NEW ISLAND STORY (S8)

When the game has loaded, and is on the credit screen with the little yellow kiwi in the middle, type MOTHERFUC*INKIWIBASTAR*. With each key press, you should hear the sound of the laser gun, and at the end, you should hear the sound of the earthquake. Start the game and your lives should read 9+. You now have infinite lives, and HELP advances a level.

If this does not work, then try typing FLUFFY KIWIS instead, for the same results.

James Forrester

BARBARIAN (R1)

It's easy really! Wait for Drax to launch a fireball towards your head, walk towards him as much as possible (without getting hit of course!) and when the firebolt is about to hit you, roll over the ground towards Drax. Touching him is his end!

Good luck pal!

L. Robinson

BATMAN (S3)

I ah ve the code to Batman the movie. To the dode as soon as Batman and Joker come up press (J) and (A) (together) then (M) as many times as you can. And if it does not work re-boot and try again (you will notice when you have broke the code because Batman and Joker will turn upside down then press fire to start and your Batman logos stay yellow) and to escape from the levels press (f10).

James S.

SHADOW OF THE BEAST (S4)

I am replying to S4. The second monster you need a power punch which is near a long ladder to the left of the screen the ladder goes from the 2nd monster level to a ghost then next floor you should find a force field which has a pot which contains the power punch.

Chris Stoker

INTERCEPTOR (S13)

I am writing in response to S13's Interceptor enquiry.

When you have shot the Mig's, fly between the stolen aircraft slowly, keeping at their altitude. Fire a few cannon rounds, let them overtake you then five again (missing). Repeat this until you get a 'mission accomplished, return to aircraft carrier' message. Don't change heading.

Mark Sheeky

WARHEAD (S14)

In reply to Mr A. M. Soden (S14) here's how to defeat the 'Bezerker'.

First keep on firing at the bezerker until it gets angry with you and vows to hunt you anywhere. It will then quad out leaving you to go back to base.

Second when the Solabase informs you to quad anywhere to destroy the bezerker, launch and wait for the bezerker to appear. Quad to planet (ch-010) and the bezerker will follow you and will be sucked in by the blackhole. Quickly quad jump to the Solabase and your job is done. The game can be completed and has a good twist at the end.

David Newman

RAINBOW ISLANDS (S10)

The answer to Rainbow Islands is to, on world 1, collect all the gems in order, from left to right. Then, when you get on to the spider's screen, you run over to the right. When the spider comes down, shoot him with a rainbow, then run over to the left, turn round and do it again. Repeat this process until he is dead, then collect all the treasure and go through the door.

By the way, this is made much easier if you have fast, triple rainbows.

James Forrester

VIRUS (S9)

What you want to do is load workbench, get up a CLI, then type Install Name, where name is the name of the infected disk then follow the requesters and everything should be hunky-dory.

James Forrester

How to use the Helpline

It's easy. Just send in your letter, marking your envelope with the appropriate code number if you are sending a response or mark it 'Enquiry' if you need some help. Post your letters to: Play To Win Helpline, CU, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. If you are making an enquiry include a few lines explaining why you need a poke, cheat, help etc.

If you are replying to any of these enquiries don't forget to mark your letter with the reference code for the person you are responding to. If you send in more than one enquiry please put each one on a *separate* sheet of paper. If you send in a response but have an enquiry too include them on separate sheets. That way we can file everything in neat alphabetical order.



KNIGHTS OF THE CRYSTALLION

Smashing the problems of the Crystallion shouldn't prove too difficult, with a little help from Programmer, Bill Williams.

When the crystallion appears, he's telling you that you should probably donate some more to the Tsimit. The crystallion's accuracy, however, improves with the strength of your telepathic connection. If you have a low-to-moderate amount of telepathy, he will probably tell you to donate more than you have to.

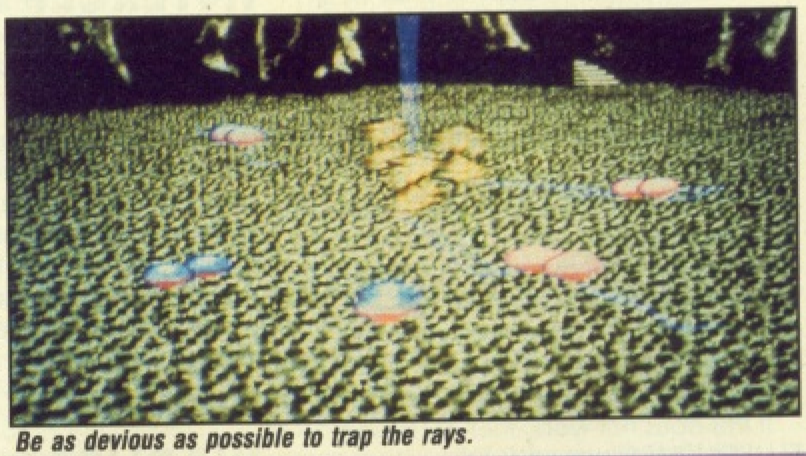
This is where the flashing rate comes in. If he only flashes rarely, you're probably pretty close to satisfying the Keepers' demands. When feeling cheap, you can try leaving the number there, without bumping it up to where he disappears completely.

If he's flashing vigorously, however, he's probably telling you the truth, even at low levels of telepathy.

The backwards speech on the game's soundtrack are actually hints, so here they are the right way round.

This is an intentionally fuzzy read-out of course, since we're talking about telepathy.

1) "To win at the highest level of Bosu, you must use misdirection. Let your opponent count on a crucial ray until your very last stone, and then take it away from him."



Be as devious as possible to trap the rays.

PLAY TO WIN



Follow the directions to complete the Tsimit.

Veil One

1. exit right
2. enter cave
3. right to branch. If there's a Gap, goto ★
4. right edge of screen
5. upper path to left
6. top of screen
7. left off bottom
8. walk left to intersection, follow path to right
9. Y with slide to bottom
10. go left
11. first path up
12. walk off screen to right
13. walk off bottom
14. walk out bottom
15. path off right
16. right edge
17. off screen to right on same path

The city of bone.



PLAY TO WIN

2) "75% medium quality, 25% high quality is a good balance."
3) "If you develop the ability to teleport, you may enter the Tsimit without paying the keepers."
4) "Watch out for twins ... watch out ... watch ..."

Start-up tips:

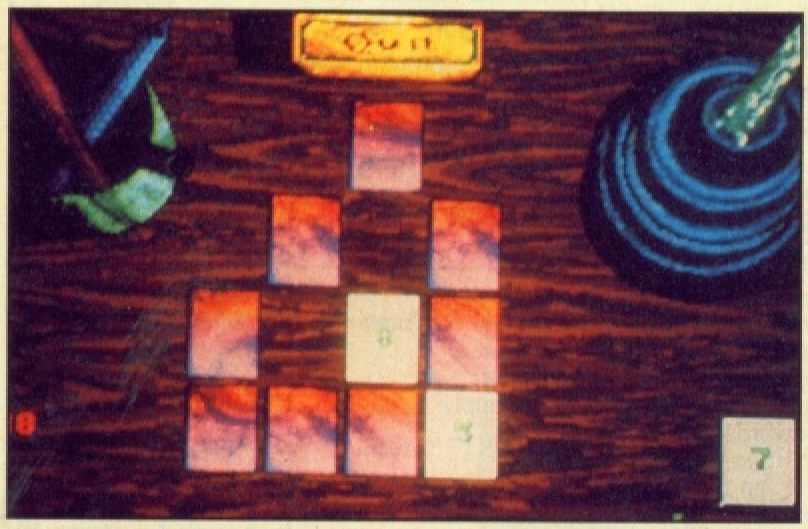
1. Go to the Haresh and stabilise your economy. Make sure you've got a couple hundred Joriba.
2. Go to Deketa. Play enough games to get teleportation ability.
3. Go to the Tsimit. Collect some crystals for testing the Proda, and get down to at least the second level, then teleport out. (Having trouble? Put the mouse in upper right-hand corner of the screen and press both left and right mouse buttons to cheat).
4. Next time you select the Tsimit, the warrior-woman should appear. Take her offer.
5. Try the Proda with the crystals you collected. If you can't figure out what's going on, start a new game and enter the Proda with no crystals — that invokes a special training mode.



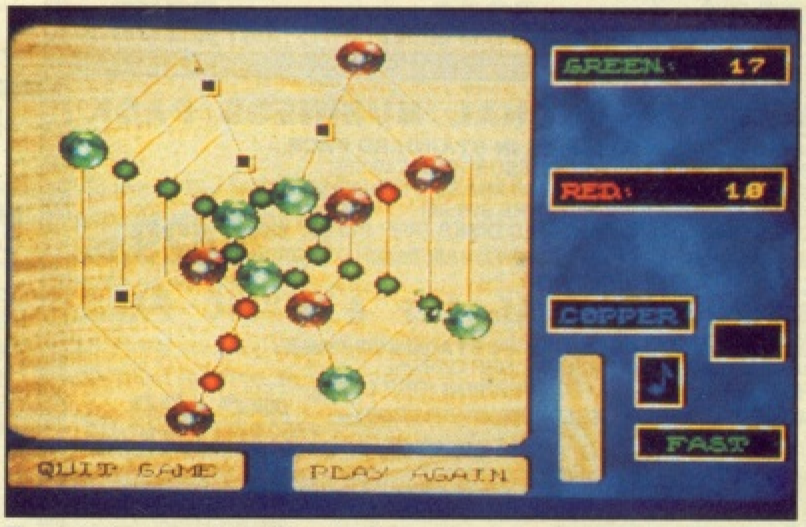
Don't let your trading skills weaken during your quest. It's worthwhile investing in new trade routes.

The background to your quest.





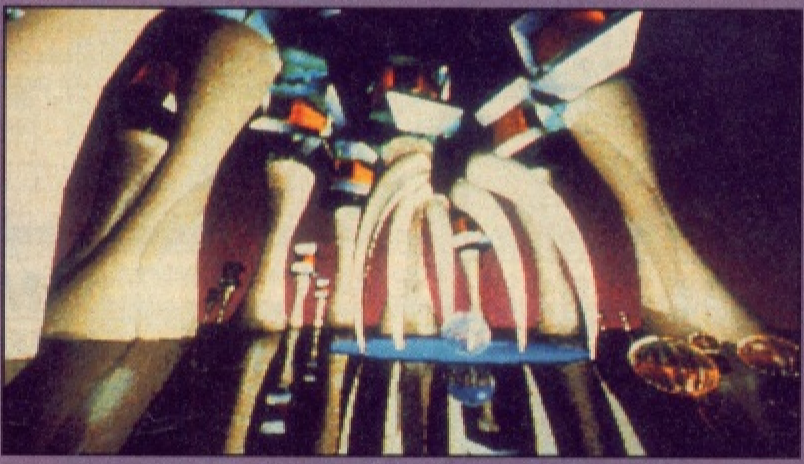
Initially it's not too hard to match the cards. Later on spend a couple of minutes before each move as the cards become slightly transparent.



Play at a slow speed on all levels. Try to plan your opponents next move.

★
1. go back to cave
2. off right edge
3. off right edge
4. first intersection, take left path down; next intersection, short cave (on left and up)





The gateway to the Tsimit.

5. right hook
6. leave upper corner left
7. goto 9. above

Veil Two

1. off screen right
2. walk past slide, take path off top right
3. diagonally go up, exit right
4. walk right, slide down
5. third path — count from left
6. bottom of pipe room

SPLIT PATHS

PATH I

7. off screen right
8. off screen left bottom
9. identical room — take intersection exit top right
10. exit bottom
11. exit lower right path
12. If there's a Gap — go to ★

PATH II

7. off screen left
8. exit lower left
9. midpath, if there's a Gap go to ★

★
1. midpath, exit left
2. exit top screen
3. exit bottom right
4. only one path
5. exit screen right
6. exit upper right
7. exit right

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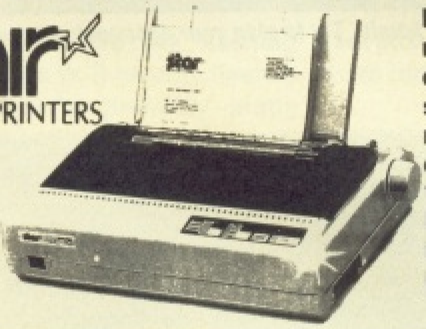
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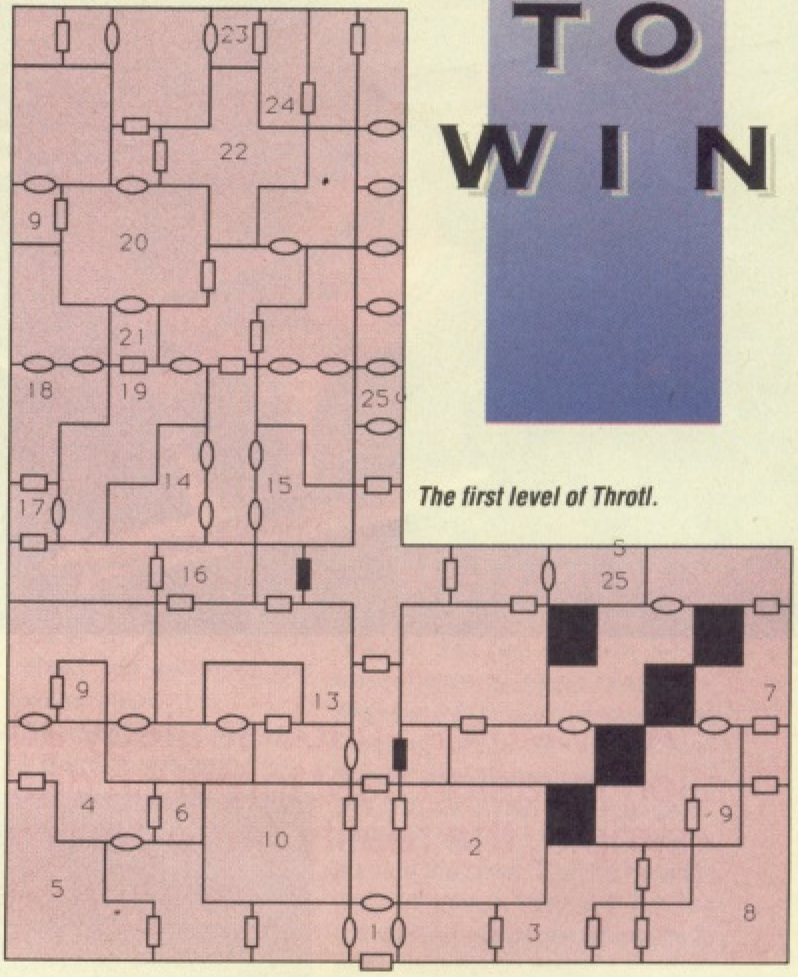
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MAP LOCATIONS.

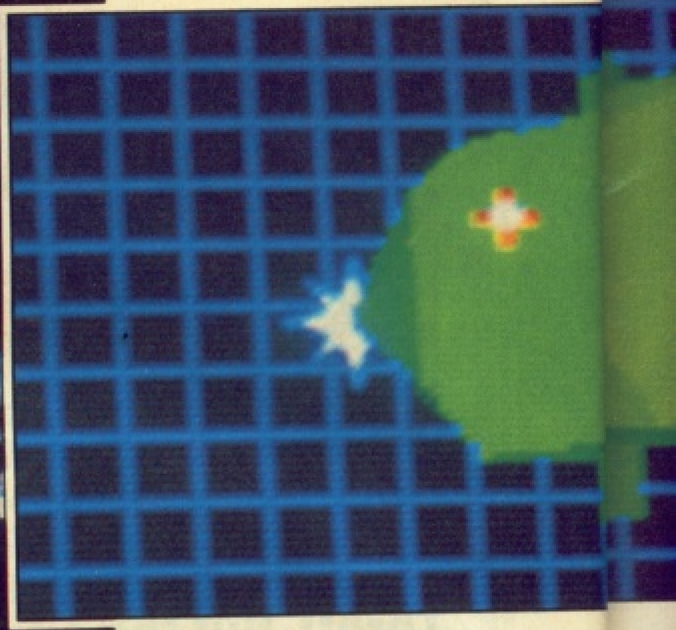
1. This is the entrance and exit to the city, guarded by hobgoblins, leaders and four warriors. Use the sleep or charm spells to get past them.
2. Beware the hobgoblins and leaders in this room. Don't fight, try talking to them.
3. Listen to the frightened man.
4. A corridor with rats and zombies.
5. This room is always empty unless you have found Caramon. Then you will find a cleric with the key to the temple, guarded by skeletons and zombies.
6. Coffins fill this room.
7. Filled with the aftermath of battle. But check again after you have found Caramon.
8. News of a plan will be heard. Listen and you will hear more before being attacked. Do not listen and you can leave unharmed.
9. Treasure will be found here if you can defeat a cleric and skeletons.
10. Room of the decaying dead. Linger and you will be attacked by rats and skeletons.
11. The enemy will appear to flee as you enter here. Linger long and you will have to fight.
12. Treasure, gems and jewellery here. But who is it who appears to leave the room as you enter?
13. You will find Caramon here. Now you will be told to find the cleric with the key to the temple. Remember location 5.
14 and 15. Here lurk magic-users and scrolls.
16. Deadly ambush. The odds are almost overwhelming. Use everything you can to defeat your attackers.
17. Beware the gas trap. A thief will be able to detect it.
18. Treasure of steel and gems to be had here. The first time you enter you will see a cleric and his guards. You can leave without fighting. Enter a second time and you will have to fight hobgoblins. The treasure's yours if you win.
19. Complications. A new friend can become a foe and join an attack on you.
20. A kender will offer to join your party. Refuse and he will leave. It is all right to let him join.
21. Pit trap. Spring it and you will gain 300 experience points, but someone will be injured.
22. Dead-fall trap. Again 300 experience points will be gained if the trap is sprung, but once again someone will be injured.
23. Here you will meet a soldier. His offer is false. Accept and you may pay for it later.
24. Watch out for the deadly rain of arrows.
25. Here is the secret entrance to the temple. You must have found Caramon and defeated the cleric in location 5.



Always stop for wilderness encounters.







Keep up with the news.

Activision's space strategy adventure, *Warhead*, pits you against an alien invasion fleet intent on destroying the solar system. The scenario is simple, the reality more complex. Don't dare blast off into the cosmos without CU's mission guide.

Mission 1: Get used to the ship's main controls. All you have to do in this mission is fly 4000 M from Solbase, turn around and face Solbase. Fly to the furthest beacon and then fly in, when you get the appropriate cues from Solbase.

Mission 2: Quad jump to Earth space, and fly towards the tech-ships. You will receive a message telling you to return. Return and go into the space station.

Mission 3: Test the Stinger missiles in Venus space. Fly back and dock.

Mission 4: Test the Mass Driver Cannon which has been fitted to your ship. Test, and fly back.

Mission 5: This mission lets you test the PRM or Pilot Recovery Module fitted to your ship.

Mission 6: In this mission you have to patrol Mercury space.

Mission 7: Patrol disturbances in Triton space. You will have to destroy a drone ship. Do not forget to send out a DGP or Data Gathering Probe to get information on the ship.

Mission 8: Engage unknown number of enemy (two A-Wings) in Triton space. Send out DGP before destroying them.

Mission 9: Four Corsairs have got into technical trouble, look after them until the support ship arrives. You will encounter some A-wings which you must destroy.

Mission 10: Check out the system CH-010 for unusual radiation levels. As soon as you get there you will find it has turned into a black hole. Read the message on your computer and then quad space back to Solbase and dock.

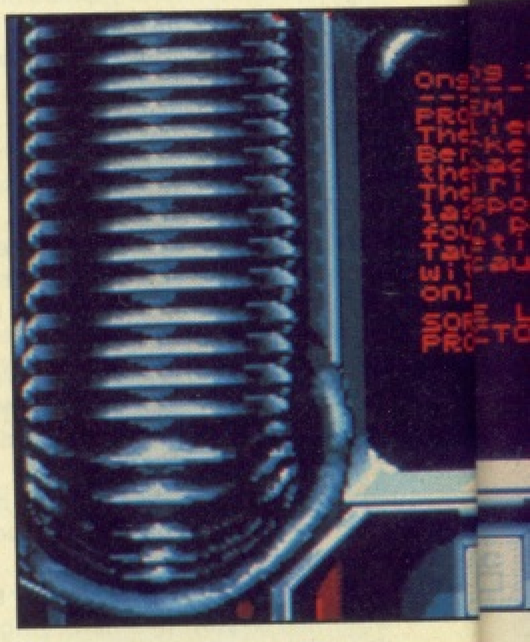
Mission 11: Follow up on information of the enemy in Alpha Centauri/Bainks. Patrol the space, read the message and return to Solbase.

Mission 12: Go to Niven/Tau Ceti and investigate new fighter design. You will have to deploy a DGP at the unknown target when it gets close enough. Then quad back to Solbase. It is a C-wing.

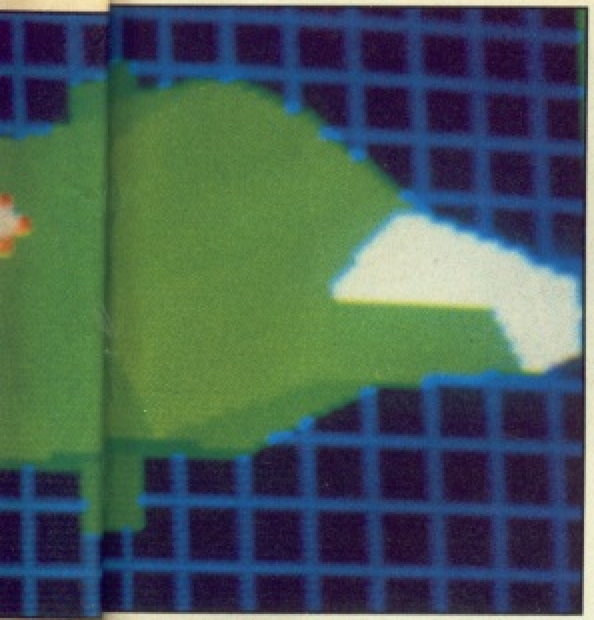
Mission 13: Check on a convoy of ships. Go to the lead ship and get very close (between 5-100 M). He will then charge his ship up so the convey may make a quad jump. Return to Solbase.

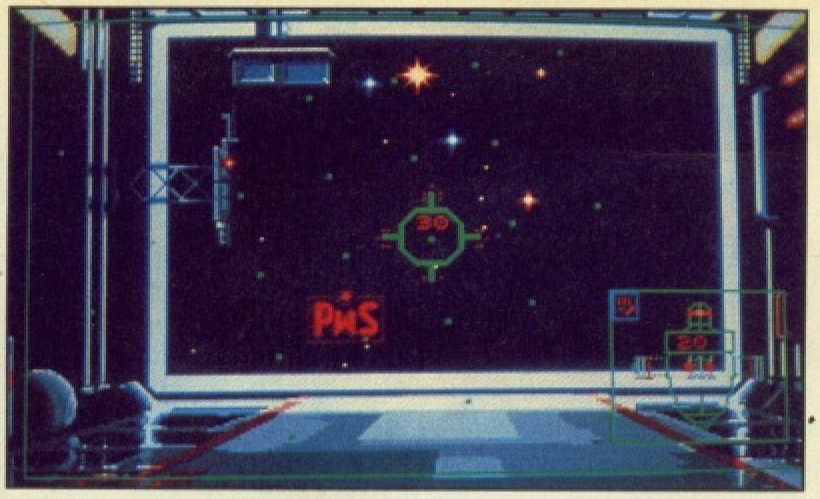
Mission 14: A C-Wing has got past Solbase outer defence and penetrated Mars space. Hunt it down and destroy it. It's easy to kill. Return to Solbase.

Mission 15: Test out the new



PLAY TO WIN WARHEAD





PLAY TO WIN

proximity mines in Venus space. Fire them at the dummy targets.

Mission 16: You will meet the Berzerker. Fire all you have and make sure it hits him. Read all messages and when the Berzerker sends: "Leave this space creature, before I eat you," quad space back to Solbase.

Mission 17: Observe Berzerker in Tau Ceti/Protector space. Watch him and see if you can get a drone squadron with the DGPs. When he follows you fire all weapons at him. Make sure they all hit or you die later on in the game.

Mission 18: Routine patrol of Kruger-60 space.



Study the enemy craft.

Mission 19: If all was successful in the first two encounters with the Berzerker, he will be in Pluto space. Hit him from a distance.

Mission 20: Routine patrol of Sigma Draconis. You will meet the Berzerker again and get called back to Solbase.

Mission 21: You will be asked to check out emergency signals from Alpha Centauri/Wasp.

Mission 22: You will be asked to check a distress call coming from a medical convoy. You will encounter Berzerker yet again and be called back.





Mission 23: The Berzerker gets personal. So must you and shake him off in anyway you can. Take him to CH-010 and wait for him to get sucked in and destroyed. When you've read the message and watched him vanish into the black hole, it changes colour. Quad back to Solbase and get your congratulatory message.

Mission 24: Patrol Proxima Centauri/Goldenman. You will run into three C-wings. Destroy them and return when told to.

Mission 25: Check out new ship among the planets of Sirius. You should find it around Sirius Two or Three, so forget about going to all. Go to either or to both to find it.

Mission 26: Intercept and destroy the H-wing around Earth's moon. You will not be able to destroy it, only damage it.

Mission 27: Protect a fuel freighter heading for Solbase. Get out there fast and save it. Destroy all ships which come.

Mission 28: Investigate activity in the Tau Ceti system. Start from Mote and work your way to Foot. Before you quad anywhere, make sure before you quad to Mote that you are stationary otherwise you go up in smoke. When the mines are destroyed, continue and quad space every so often towards FOOT. When you get there you will be told to return.

Mission 29: Investigate single vessel in the Barnard's/Ptolemy.

Mission 30: Follow the other FOE-57's to Kruger-60 space. Be ready for a surprise attack from an H-wing. Use all weapons on it, even the MDC and it will blow up. Follow flight leaders instructions.

Mission 31: Destroy all vessels in Tau Ceti/Gift system. Egg carriers, must all be destroyed.

Mission 32: Destroy all ships in the Scorpion Nebula. Turn on tactical display to filter out interference from the Nebula. You will also come across the Sirian clocking device. Destroy as much as possible.

Mission 33: Test the new X-Ray Laser mines in Venus space.

Mission 34: Destroy some of the massing ships in Saturn/Titan space. Use all weapons.

Mission 35: Sirian fleet has penetrated through to Solbase and is outside the base. Get the H-wings first, otherwise they will destroy the station. Once all ships have been destroyed dock.

Mission 36: Test Pseudostellar warhead missiles in Venus space. Be very careful. They are dangerous.

Mission 37: Destroy the remnants of the Sirian fleet with all the weapons you have. They can be found in Earth space.

Mission 38: Follow super freighter from Pluto to Sirius Five and destroy the clone ship. Sit back and enjoy the final sequence.



TIPS

To evade enemy missiles, fly backwards in front of the enemy and make sure you stay at least 3000m in front of him. That way his missiles run out of fuel before they can get anywhere near.

On *Mission 27* make sure that before you go to Mote you are not moving. If you are moving you will meet your maker. Do not fire any weapons unnecessarily or you will not go on to the next mission. Solbase will not call you back, so when you quad space back and dock you will be told to do it again because you made unauthorised jumps.

When firing Proximity mines the first two come out from the bottom and the second two come out from the top of the ship. When you fire at something, raise the nose slightly and fire the first two. Then lower the nose slightly and fire the second two. Laser mines do not need this procedure.

If you make any unnecessary quad jumps then you will have to do the mission again.

To finish the Berzerker you must hit him with everything each time you see him. Fly backwards in front of him and fire weapons. Follow mission tips and he will eventually be squashed by the black hole.

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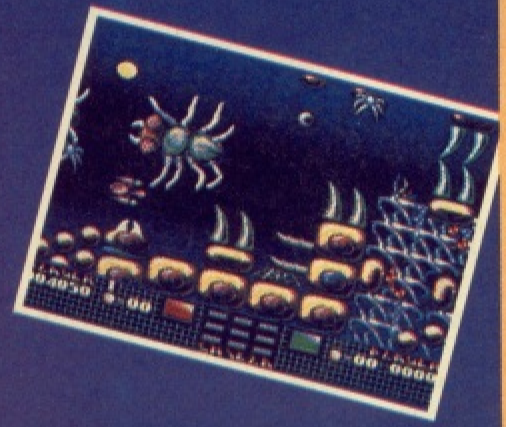


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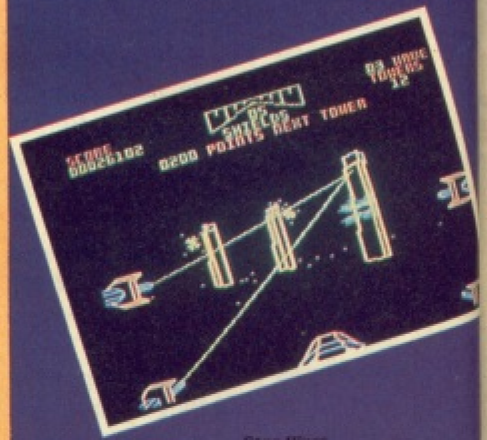


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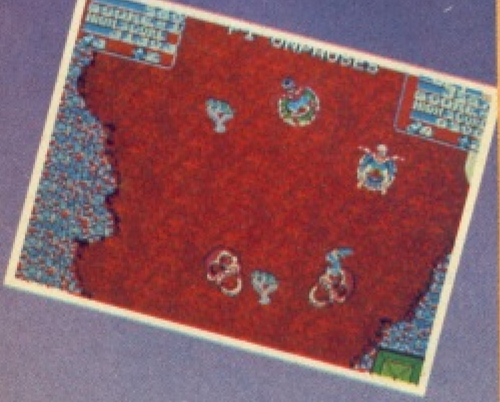
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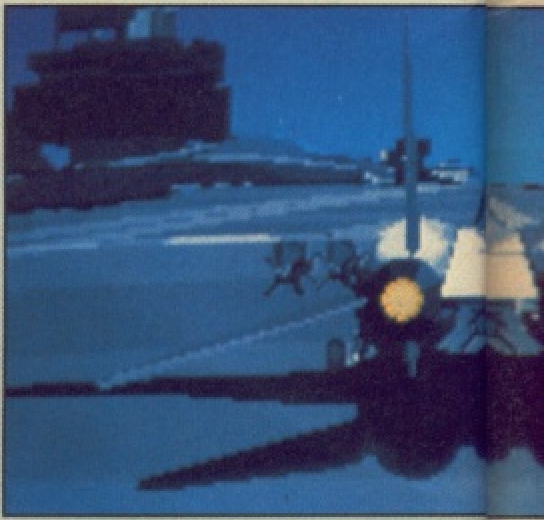
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Flying through the fjord, and you're locked on target.





At standstill, then screeching over the circuit board-like scapes.

G-LOC

By and large, Sega hasn't had too much success with its follow-ups in the past. Anyone remember *Space Harrier II*? As for *Turbo Outrun*, The Coma Squad were busy the week that one was released, bringing the punters out of the arcades on stretchers by the dozen. So if the thought of playing *Afterburner II* prompts the same sort of arousal as, say, stuffing a wet kipper down the boxer shorts, who'd be the ones to criticise? We would actually, because we've played it and it's great!

If you ever did play *Afterburner*, then the controls will be instantly familiar, with a central chunky joystick controlling up/down, left/right movement (plus two fire buttons – one for missiles and one for cannon) and a separate throttle control on the left which controls your speed and upon which is the superfast Afterburn control that will make your face go wonky with all those incredible G-Forces.

Most important though, is the action – and this is smoother, faster and more frantic than ever before. Although the gameplay is similar than before – view out of the cockpit, zap the baddies – the format is slightly different. Now you have ten missions to complete before you are allowed back on your home aircraft carrier. The task, kill off a set number of enemies before the timer runs out. Not much in the way of dazzling originality, or much of a problem really – particularly in Beginner Mode. Regular and Well-Hard are a different matter, however.

The other major difference in gameplay concerns how enemy planes try to shoot you down. Keep a close eye on your radar. Enemy planes constantly monitor and home in on the heat of your jet. Given half a chance,



Never in the field of arcade action . . .

FUNLAND

There used to be a real problem if you were under 18, down in Central London for the day and dying for a quick fix of arcade action. Quite simply, there was no place to go – all because of the mildly barmy law of the land.

The law that puts pinball in the same category as gambling, also prohibits minors (that's you if you're under 18 years) from going into premises (outside of coastal resorts) that have those corruptors of youth, those destructors of young innocent minds, those . . . fruit machines?

HM Govt has long ago decided that – contrary to Health Education Council leaflets – fruits are bad for the young. Seeing that these bring in the most money for arcade owners (because you inevitably lose money when playing them), it has invariably meant that your local arcade is a





one will lock on to your tail with disastrous results.

At this point, alarm bells will start ringing and the viewpoint suddenly falls back to behind the enemy fighter, with you in view. No is the time to take evasive manoeuvres – or its curtains.

G-Loc is a technical *tour de force*. The graphics are outstanding. They're ultra high-tec and brooding, yet they manage to cram almost every subtlety that the palette can allow. Unlike shoot 'em ups, Flight Sim, to my mind at least, are miles better on coin op, and *G-Loc* is the superior silm for the superior environment. The sheer speed of the game is exhilarating, and, combined with the physical and audio battering you get when in the sit-in version of the game, total sensory overload is ensured.

John Cook

OVERALL	91%

"no go zone" for Britain's youth.

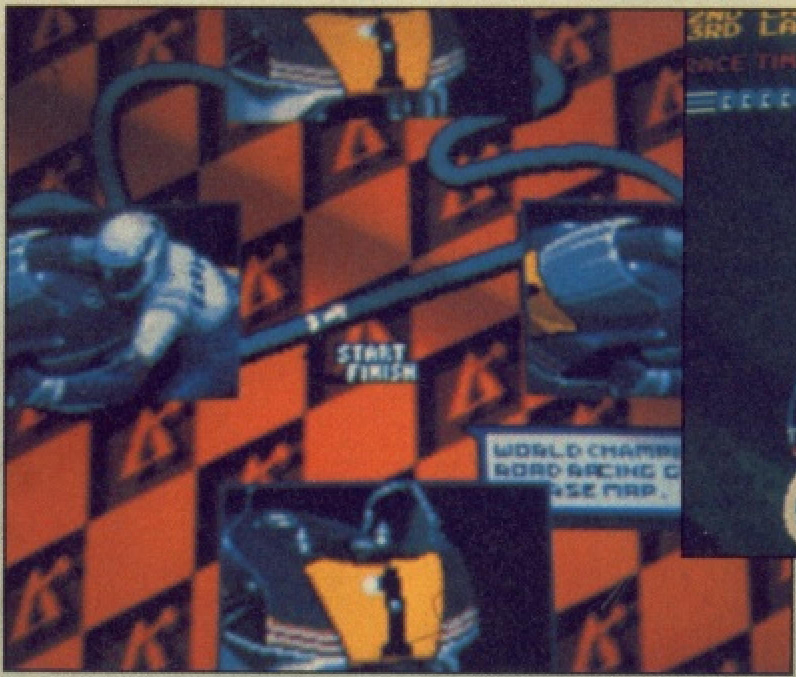
Now, at last, someone has realised that all sane human beings want to do is play video games and opened a fruit machine-free zone in the ritzy Trocadero Centre, Piccadilly, London, England.

Called Funland, this is arguably the best arcade in the country. On the vid front, it is stocked with around 30 of the newest dedicated arcade units and the same number of hot PCB games. Pinball – six or seven of the newest pins, plus dodgems, kiddie rides, sit-in simulators, plus cool and trendy atmospheric lighting and music. It's the video headbanger's Heaven.

If you're in Town and even vaguely interested in video game, you owe it to yourself to pay a visit. Check it out.

John Cook







It beats Super Hang-On by making the roads twist like merry ho.

WGP
REAL RACE FEELING

If you have ever been on a motorbike (let alone a Grand Prix 500cc Mean Machine), you'll know motorbike sims have never been done well. The best of the lot was *Super Hang On*, though that was amazingly short of realism, mainly because the view was from behind the bike. What's worse is that you viewed the road always from the same position, with the bike leaning left and right.

But as the hardened motorbiker will testify, a bike ride is a far from horizontal experience, assuming you don't end up falling off, that is. Motorbiking is predominantly a diagonal/wind-rushing-through-the-hair experience. *Hang-On* does not deliver this, unlike *WGP* from Taito.

What makes it good is that it is the first coin-op motorbike game from the seat view, and when you go around corners, the road appears to angle, giving a genuinely accurate motorbike feeling. *WGP* is a real feat of programming – but don't worry about that, just savour the experience.

Combined with the over-the-handlebars view, this diagonal trip makes WGP the best bike racing game ever. With options of manual or auto gear select, you control the bike via a set of handlebars, with authentic twist grip throttle, etc.

No practice laps involved here – it's straight into the race against 20 other maniacs. All you have to do is keep ahead of the position limit posted at the top of the screen. Fall below this position in the race and it's Game Over, whereas complete three laps in time and you go on to the next, and harder, Grand Prix.

The sit-on version, incidentally, has tiny fans that blow air into your face for that "Real Race Feeling" during the proceedings. Once again, it goes to prove that ingenuity can make all the difference.

John Cook

GRAPHICS	87%
PLAYABILITY	84%
CONVERTABILITY	60%
OVERALL	85%

Corner the bends at 45°

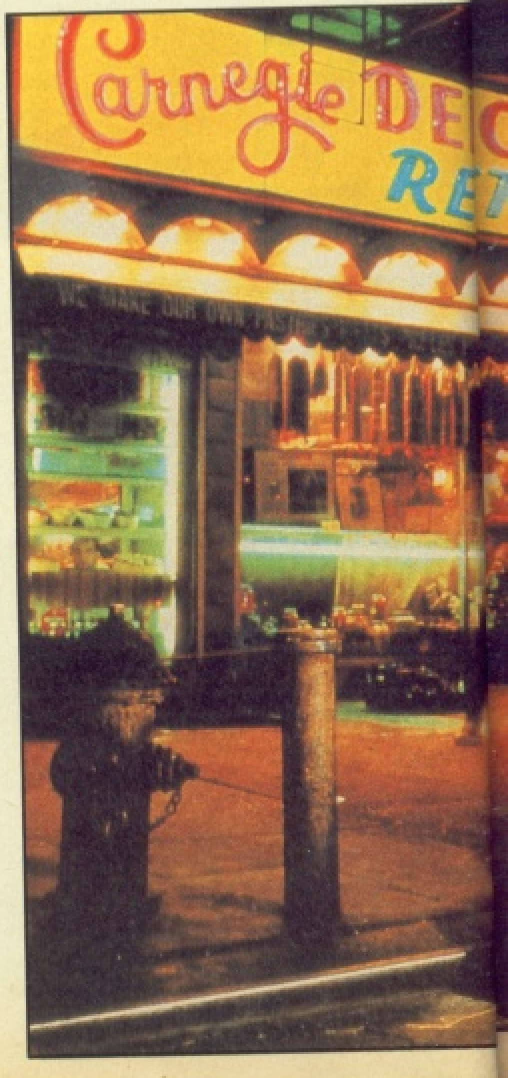


Four green teenage turtles are about to take the country by storm. Dan Slingsby lifts the lid on how animatronics helped the Teenage Mutant Ninja Turtles make the transition from comic book characters to movie stars.



Beneath the turtle's suit is state-of-the-art animatronics.

Creature Feature



The *Teenage Mutant Ninja Turtles* movie is high-kicking its way to box office records in the States, grabbing $130 million in the first two months of its release. The two creators of the original comic book characters, Laird and Eastman, are sitting on a mountain of cash. And it's not just from the movie. The bandwagons have really taken off with Turtle dolls, videocassettes, bubble blasters, flash guns, handcuffs, binocular sets, a pinball game, bubble gum cards, a calculator, key chains, not to mention Konami's *Ninja Turtles II* and Nintendo's *Teenage Mutant Ninja Turtles II* due for a summer release. Then there are beach towels, breakfast cereals, albums, candy, an international fan club and 500,000 comic books sold every month. You name it, someone's got it licenced.

Apart from raking in the cash, the Turtles' film features state-of-the-art animatronics, the skill of making inanimate objects walk, talk, run, skip, pick their nose or anything else you'd care not to mention. Essentially, it's the art of mimicking human or animal actions in a believable and realistic

way. The development of animatronics goes back at least ten years and early attempts were about as realistic as our editor's hairpiece. [*You're fired! — Ed*] Who remembers the spectacularly unimpressive two-headed Zaphod Beeblebrox from the BBC sci-fi show, *Hitch Hikers Guide to the Galaxy*? The animatronic head barely moved, had no lip-sync facility and looked fast asleep half the time.

There are several companies that are involved in creating animatronic puppets. Industrial Light and Magic, a division of Lucas' Films, and the Disney Organisation are probably the best known. Anyone who's been to the Epcot Centre, Disney Land or seen a Star Wars movie will have seen animatronic puppets in action. In Britain, the Tussauds Group and the Henson Organisation are the prime movers.

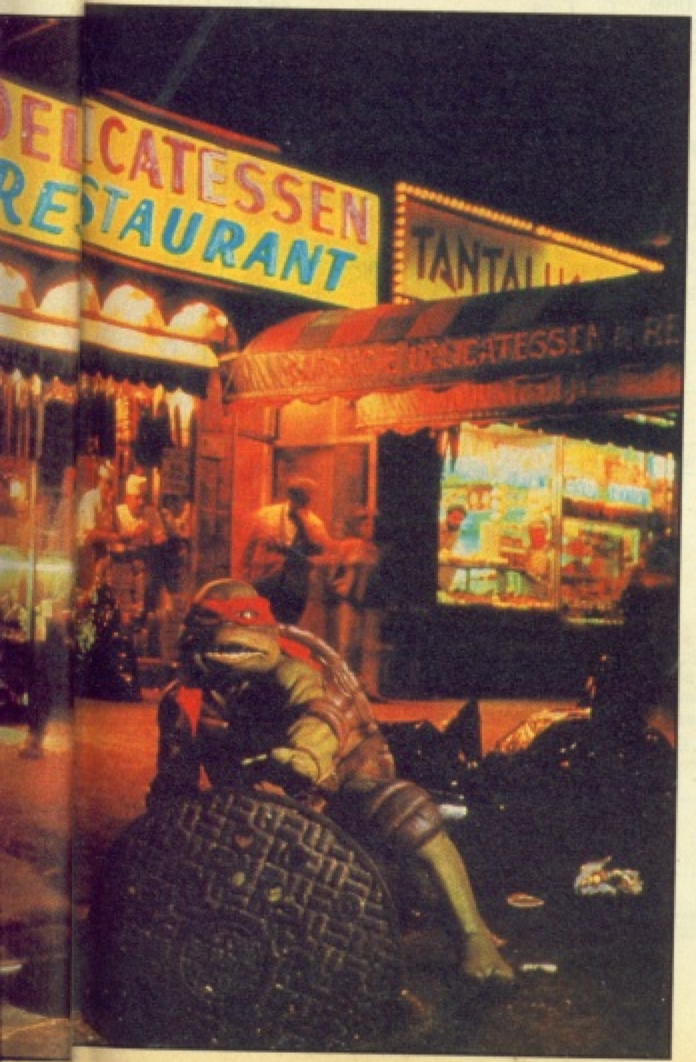
It's the Henson-owned Creature Shop, based in Hampstead, London, who were the creative force behind the *Teenage Mutant Ninja Turtles* film. Asked by director, Steve Barron, to create animatronic puppets for the movie, the Creature Shop was faced with a unique problem: how to turn two-dimensional pizza-guzzling comic book turtles into realistic three dimensional characters that could talk, walk, skateboard, throw ninja stars and kick their way through the air. Not easy and the process involved a degree of anatomical compromise to make the characters look right as well as providing a snug fit for their pint-sized human operatives. That's not to mention the on-board computer, internal power source and pneumatic servo-motors that needed to be squeezed into the shell. The equipment was carried in a ruck sack strapped firmly to the actor's back and weighed a ton. The actors needed to be under five feet four inches tall to fit the constumes and extremely fit and agile. In a scene from the movie, one of the turtles skateboards down a narrow sewer passage whirling lightning-fast nunchaku above his head while flattening a bunch of hoodlums. Now that's skill!

Work on constructing the four turtles began in Februrary, 1989. A fibreglass body was made for each character which sculptors rebuilt with clay to produce moulds. These were used to cast the whole body in foam latex and painted. Usually, in this type of film, a head is made for close-ups and a rubber suit is used for medium and long shots. However, the Turtles' film is very much action-orientated so it wasn't convenient to use this method. Instead, the Creature Shop decided to use one body so the camera could zoom in and out at will. This allowed performing times to be kept to a minimum and most of the scenes were done in one take. After all, who wants to hang out in a bulky, claustrophobic rubber suit with a heavy ruck sack on their back in the burning North Carolina sun all day? Even for the short time the actors were in the suits, they would still lose 6-7 pints of water each day.





Splinter, an animatronic wonder (far left); and Dave Housman demonstrating the lip-sync headset.



Another problem was getting the animatronic heads to lip-sync speedily without the advantage of using a disembodied head, trick photography and numerous puppeteers. Dave Houseman, an electronics expert at TCS, came up with the technology that allowed accurate, immediate facial movements and which could be fitted into the turtles' costumes. 'We used tiny pneumatic servomotors located in the brow, eyelids, palatte, lips and jaw,' David explained. 'These were connected to an internal computer and battery pack carried in the rucksack underneath the turtle shell. This was then linked to a sophisticated electronic control panel operated by a puppeteer behind the cameras. It's very advanced and took a long time to develop the system — I'm just relieved it all worked!'

Steve Barron, the film's director, was eager to work with what he perceived as 'brave new technology' having worked on Hanson's acclaimed

Continued over

THE MOVIE

The $15 million film isn't due for release in this country until Christmas, although it's been out in the States since April. The film begins with the turtles beating up an armed gang as they try to rob April O'Neil, a tv reporter, and from there on in their lives are inseparably linked. The story involves the four turtles — Raphael, Leonardo, Michaelangelo and Donatello — in a fight to the finish against The Foot, a ninja-trained teenage gang and their evil Fagin-like boss, The Shredder. Against a backdrop of rising city crime the turtles battle to bring The Shredder to justice and free their kidnapped mentor, Splinter. More than that we're not saying, but CU managed to get a sneak preview of the film and it looks a corker.

THE TURTLES

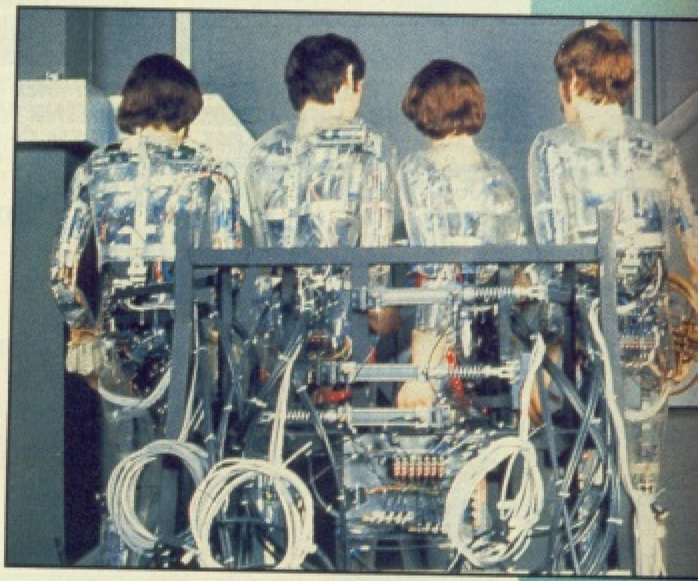
The Teenage Mutant Ninja Turtles began life as an elaborate in-joke in 1984. Kevin Eastman and Peter Laird put together a comic book spoof of all their favourite comics including *Daredevil* and *Ronin* which focused on the world of ninjas, samurai and Japanese combat. Four tiny green turtles, accidently dropped by a small boy into a New York sewer, were doused in a radioactive toxic ooze which gave them the gift of speech, made them grow tall and walk upright. Together with their ninja master, Splinter, a mutated Japanese rat, the turtles became superheroes 'to fight for truth, justice, and the American way — then sit down and party with an extra-large pizza'. Those first few comics are now collector's items and cost hundreds of pounds and the turtles have become a multi-million dollar industry.





The inside workings of one of the characters from TMNT.





The Beatles as you've never seen them before.

Storyteller tv series for NBC. 'There were some initial problems just like you'd get with running in a new car. But everything clicked when filming started and the animatronics worked fine, the actors excelled themselves and we got some great shots. The turtles are going to be totally believable.' Cowabunga!

Robot Rock

Rock Circus is a new high-tech tourist attraction that features £100,000 animatronic pop stars! Dan Slingsby wangled a day off work and took a peek at what's on offer.



Before and After. Tim Rice introduces the animatronic rock show at Rock Circus. Underneath he's a mass of wires and motors.



If our feature on the Turtles has wetted your appetite for a closer look at anamatronic puppets, and a trip to Disneyland's out of the question, then nip down to Rock Circus, in Piccadilly, London. Opened last August, the centre offers an animatronic history of rock music through the last four decades and features life-size robots mimicking the motions and mannerisms of their human rockstar counterparts. David Bowie, Elvis, the Eurythmics, the Beatles, Madonna — they can all be seen warbling their way through their hit records. A few suffer from the 'Thunderbirds Effect' of staccato-like movements, but for the most part the animatronics are superb.

The figures have acrylic body shells surrounding the electronics with the face and hands made from a rubber skin. Each figure took six months to make and cost up to £100,000 each. Movement is programmed into a master computer which oversees all the figures on display and it took a year to synchronise everything with the music. A robotic Time Rice invites you into the rotating three-stage theatre, and the 20 minute show has the Beatles dressed up in Sgt. Pepper garb, David Bowie calling Major Tom in NASA spacesuit, Phil Collins playing drums during a spectacular lazer show, Janis Joplin dressed as a bag lady in Central Park, and Bruce Springsteen punching the air while singing 'Born in the USA'. It's a great experience and shows just how far animatronics have come in the last ten years.



Freeze Die Survival

A Californian mathematician wants his head cut off and stuck in a freezer. Rik Haynes asks him why. . .

A Santa Barbara Judge is set to make a life or death decision whether Professor Thomas Donaldson has the right to have his life ended and his head removed and placed in a state of suspended animation.

Donaldson is dying. Cancer is eating his brain away. Today's medical science can do nothing for him, but tomorrow's medi-miracles may offer him salvation. Donaldson is putting his faith in the future. Using a procedure known as cryogenics, he wants to freeze die.

Clinically, the freeze die procedure is straightforward. A heart-lung machine will sustain Donaldson while his body temperature is reduced. To prevent ice crystals from forming between the cells, his blood will be replaced with cryoprotective chemicals such as glycerol, preventing the cells from becoming damaged. His head will then be removed and placed in a protective cryonic chamber kept at a cool −195°C.

"My incurable brain tumour was diagnosed two years ago. The survival statistics show 60% of people with my disease die within 3-4 years of diagnosis. Of course I hope to be in the 40%, but just in case there's another option — cryonics," Donaldson told us.

Donaldson wants to have his head surgically removed and cryonically preserved in a vat of liquid nitrogen. He expects to wait 'not less than 50 years, not more than 200 years' for a cure to his cancer. The medicians of 2290 will be able to grow Donaldson a new body by reconstructing and repairing his DNA codes.

There's nothing too revolutionary about Donaldson's wish to freeze die — at least not by Californian standards. The Alcor Life Extension Foundation, the cryonics organisation that's agreed to preserve Donaldson's head, has



Bodyless man — the horror film cliché. Modern medical techniques, however, should make the transferral of parts to the cryogenic bank a smooth and clean operation.

already performed 13 similar procedures — both with whole bodies and heads only. What's new about Donaldson's plan is previously everybody was legally declared dead before being put on ice.

Donaldson can't wait much longer. He needs, in fact, to commit suicide as soon as possible. Hence his legal test case. Doaldson has to establish his right to freeze die.

The whole freeze die package comes in at around $100,000. The actual head-removal operation costs between $10,000 and $15,000. Donaldson's life insurance policy should pick up the tab, along with the fund needed to sustain his suspension for the next 200 years.

Donaldson may never wake up — and he's aware of it. "Cryonics is still unproved, nobody has been brought back yet. I'll have to wait and see".

The preliminary hearing is set for next month. The quicker a decision is made the better. Time is fast running out for Thomas Donaldson.

Sound, Light and

Now that we live in the 'global' village, mass entertainment and communications are finding new and bizarre, high-tech outlets. Rik Haynes checks out three new, interesting examples.

VIDEOHARP

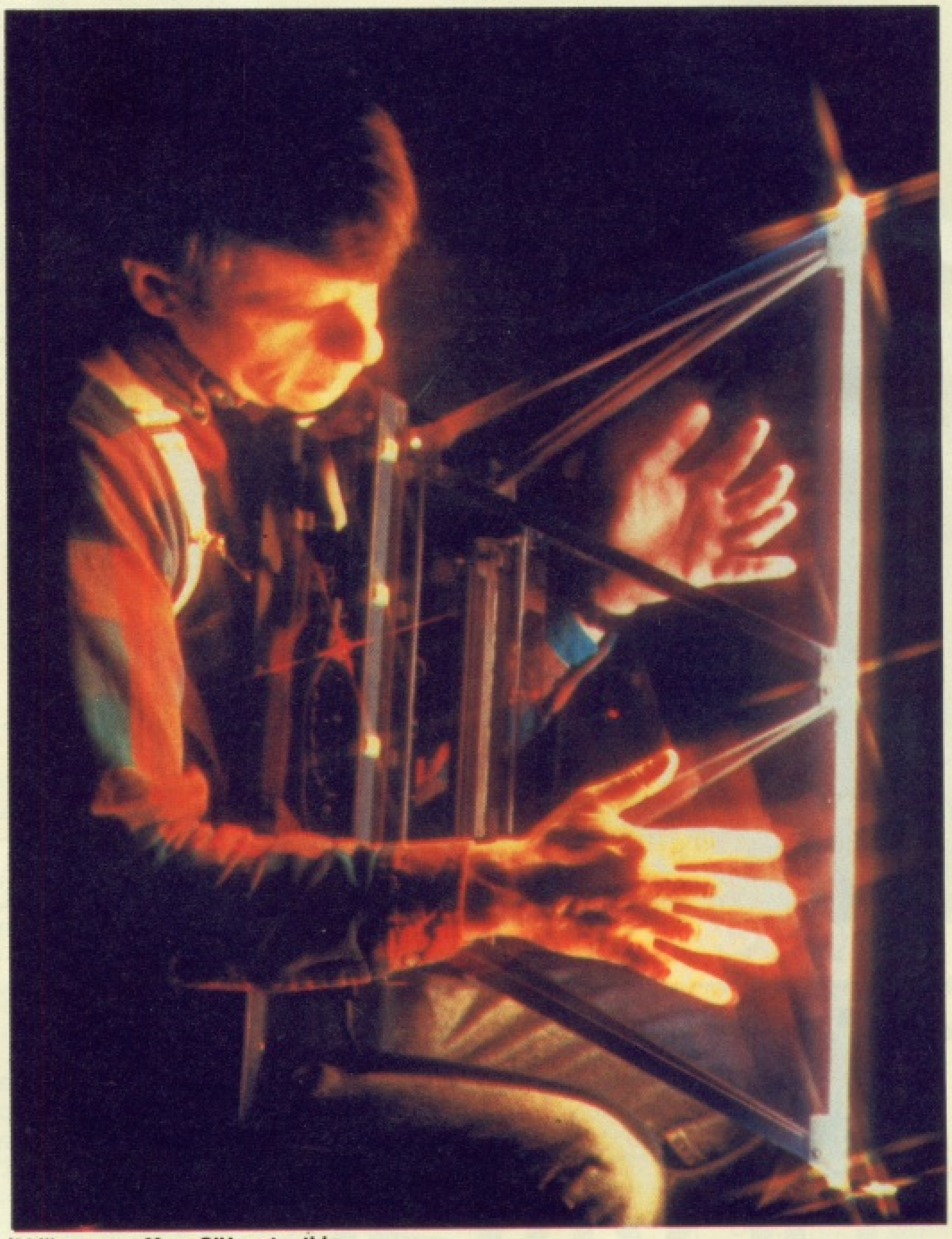
VideoHarp is a new wave electro musical instrument which uses optical sensors instead of strings.

This cyber instrument was designed and developed by American James McHale, president of Sensor Frame, a small electronics company based in Pittsburgh, Pennsylvania.

The finger positions and motions of the musician are translated into digital data by these opto-sensors. This data is then fed to any connected MIDI instrument for aural reproduction.

The technology behind the VideoHarp was originally intended to provide an alternative to the mouse input device made popular by micros like the Amiga and Macintosh. However, though McHale had working prototypes of a 'video mouse', production could not start due to a lack of suitable mass-produced sensors. So McHale concentrated on an alternative to the classical harp.

VideoHarp costs between $4500 and $7500, depending on the configuration and options. Sensor Frame has a brief VHS demonstration videotape for $20 – deductible from the price of the VideoHarp. Write to: Sensor Frame Corporation, 4516 Henry Street, Pittsburgh, Pennsylvania 15213, USA. Or call 0101 412 683 9500 for further details. Don't forget to tell them you saw VideoHarp in CU.



I'd like to see Mary O'Hara try this.

VIDEOHARP SPECIFICATIONS

Scan rate: 100Hz

LCD Display: 4 lines × 20 characters

Mode Select: 8 programmable mode select buttons mounted on base

Keyboard Resolution: two sides, each with up to 50 keys (256 pixels)

Music Synthesis: controller only. No internal synthesizer

Ports: Standard MIDI in, out and thru. RS232 available

Internals: 12MHz Motorola 68000 controller including 128K ROM, 128K RAM, and 1 optical sensor

Visual 0898's, or V-signs to salesmen?



Hypervision

ANIMATED HOLOGRAMS

Forget high definition TV, the dream of every dedicated couch potato and science fiction writer for the past 20 years has been holographic TV.

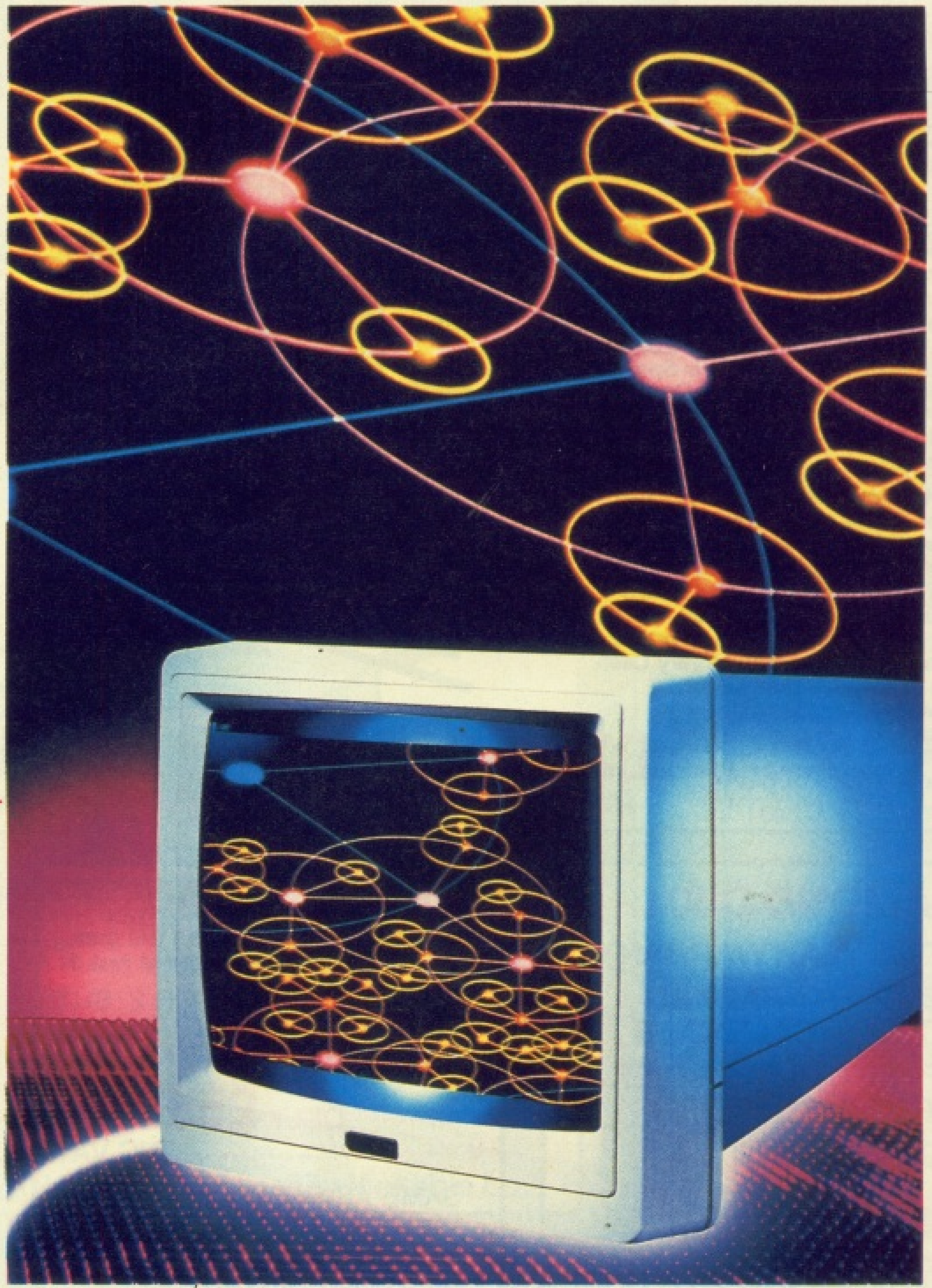
Personally the thought of a life-like three-dimensional replica of Terry Wogan sitting in the middle of my lounge makes me feel physically sick.

Now a team from the Spatial Imaging Group of the Media Laboratory at the Massachusetts Institute of Technology in the States have turned prediction into production with computer generated animated holograms.

The hologram is recorded using an acousto-optic crystal, and projected into freespace by a laser. The resulting moving three-dimensional image appears to float in empty space. Just like Princess Leia in the classic sci-fi movie, Star Wars.

The price to pay for this holo-miracle is the immense computer power needed to produce it. A single frame of 10cm-square holographic image requires 25 gigabytes of memory! If you wanted to animate this holographic image at 60 frames per second (the same rate as a normal TV) you'd need a data rate of 12 terrabits per second.

Obviously this holo-technology is going to have to wait for computing power to increase considerably before any commercial applications can be developed.



Just imagine, parliament in 3D.



VIDEOPHONE

Your new phone rings. You pick it up and answer your call. Nothing startling here. People have been doing this for decades. The difference with your Philips Teleview phone is that it's a videophone – not only do you converse with the caller, you actually see each other as well! Another telecommunications wonder has just hit the marketplace.

Videophones aren't that new. The technology has been kicking around the labs for years. What's new is the desire by all the major electronics manufacturers around the world to set a videophone standard – and consequently a consumer product. The new EURO-ISDN concept – the proposed standard for sending audio, video and data down the same wires – will break down all the barriers in telecommunications. Opening the floodgate for videophones.

At upwards of £5000 per deck, videophones are strictly reserved for corporate biz customers at present. But prices will inevitably fall. They always do. And within the next five years the videophone will become as popular as the portable phone. Just think of the visual possibilities of all those dodgy 0898 numbers printed in publications like the Sunday Sport . . .

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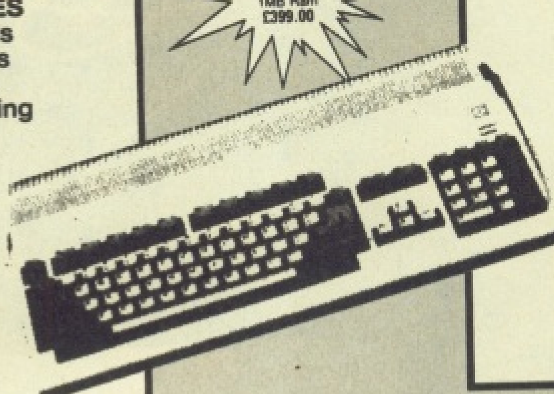
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What's happening in the world of software? Release dates, gossip, plus news and views from those who decide which games you buy.

SOFTCOS CRASH



In a black month for the industry, two major software games publishers have been forced to call in the receivers.

First to bite the dust was Tynesoft, one of the oldest publishers in the business. Famous for games such as *Circus Games* and *Personal Nightmare,* the company was thought to have experienced severe cash flow problems in recent months. The Newcastle-based business recently secured the rights to US Cult horror queen, *Elvira,* and it's believed that delays in the game's release caused the company to fold. Apparently, Tynesoft had no other new product ready for release or planned and was pinning all its hopes on *Elvira* being a smash-hit.

Elvira might still make it to the softshops, however, as the game's developers, Horrorsoft, only had a sales and marketing agreement with Tynesoft. Now that the agreement has been dissolved due to the receivers being called in, Horrorsoft are negotiating with two major software houses with the aim of releasing the game in late July.

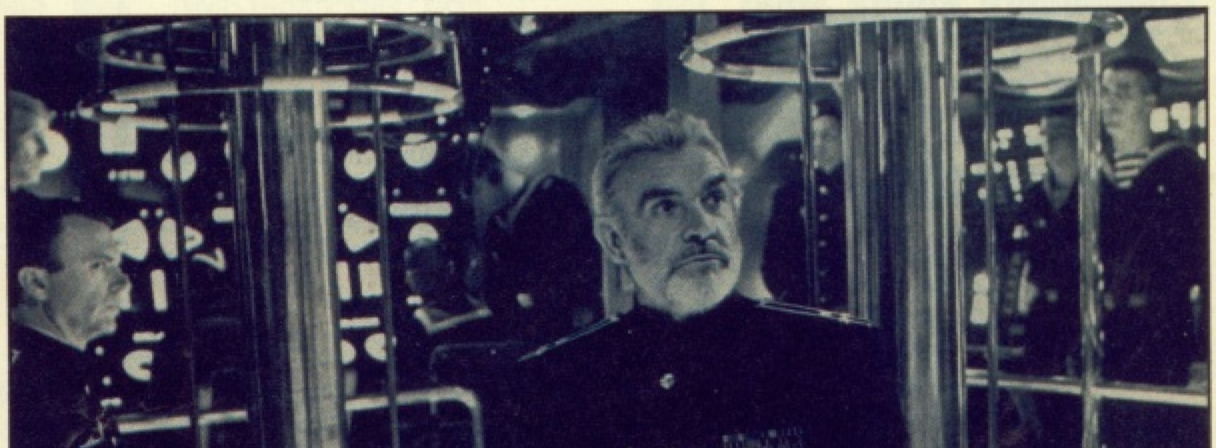
The other softcos casualty is Grandslam, a company set up two-and-a-half years ago and which held the rights to publish games endorsed by the England football team and Liverpool, as well as planning a *Hunt For Red October* film tie-in. As we went to press details were still sketchy with no word from Grandslam or its PR company on the firm's future. There's no indication of how big Grandslam's overall debt will be, but the crunch came when the firm's bankers, Barclays, called in the receivers.

Will **Elvira** *ever see the light of day?*



SHELL SHOCK

Not only do the CU staff play games all day (we wish!), but even on holiday the arcades take up much of their spare time. Here's Tina Zanelli, our Senior Seles Exc., with boyfriend Jim



The **Hunt For Red October** *might not be released after all.*



A couple of Turtle addicts.

Loftus, PR for Impressions, fighting it out over the *Teenage Mutant Ninja Turtles* coin-op. Well, it's one way to settle domestic disputes!



The boy done good!

KICK OFF CHALLENGE

Tom 'Biggles' Glenister, CU's Ad Manager and would-be fighter pilot, is captured on film with 'ver lads' in the recent EMAP *Kick Off* challenge held at our local watering hole, the City Pride pub. Players from CU, ACE, The One, C&VG and Sinclair User met up for a few beers, a bite to eat and over 4 hours of computer soccer action. Tom managed to reach the quarter finals before being shot down by Gary Whitta of The One in a close fought match. The *Kick Off* trophy was lifted by Gary Penn, also from The One, and the crowing hasn't stopped!



Dan 'Never mind the bollards' Slingsby in action.

MIGHTY MICRO

Micro Prose recently held an activity weekend in Newbury. Britain's finest computer journalists could try their hand at clay pigeon shooting, Odyssey buggy racing and Quad bikes. CU's dep ed., Dan Slingsby, came top with ST Format's Steve Larey.



An instructor breathes a sigh of relief after CU's dep. ed. dismounts.

'MAD HACKER' JAILED

Nicholas Whitley has the dubious honour of becoming the first person to be jailed in this country for computer hacking. Looking ashen faced as Judge Rivlin handed out a four month sentence, Whitley had been found guilty of hacking into computers at London, Bath and Hull universities and causing £25,000 of damage. Denied access to the universities' databases, Whitley had set out to hack into the computer systems and cause as much damage as possible by deleting files and replacing data with meaningless gibberish. Operators would open files to be greeted with messages such as, 'Don't mess with the Mad Hacker' and other equally childish headlines.

I'VE SEEN ELVIS

Following The Sun's famous 'I've Seen Elvis' headlines of a year ago, Accolade have come up with an amusing Elvis spoof called *Search for the King.* Although the adventure never actually names Elvis, it's obvious who the game's missing singer is supposed to be. The game will be out on the Amiga towards the end of the year.

LEISURE SUIT LARRY — THE MOVIE

Hold the Front Page! Mark Patterson, veteran games player and self-styled rock star, has just stumbled into the office after attending a boozy Sierra launch of new product. It appears that Leisure Suit Larry, the famous playboy and womanising old goat of three mega-successful computer games, is about to make it onto the silver screen. Warner Brothers are claiming that they've definitely snapped up the rights, but Sierra say different. According to a Sierra spokesperson they've been negotiating with several movie companies and, while no decision has yet been made, the first one to stump up the readies gets the rights. As I said earlier, it's a dog eat dog world.

AMIGA FESTIVAL

This year's Edinburgh Festival is running a competition to find the best Amiga animation. Winners and finalists will be displayed at a special animation exhibition running from August 11-18. Entries should be on disk or PAL video tape. For entry forms and more info ring the Amiga Centre Scotland on 031-557 4242.

OUTER LIMITS

HORN MAGIC
Recreate the sound of a trumpet, bugle, French horn, trombone, tuba or cornet. $39.95 from Nasta, Philadelphia, PA; 0101 (215) 698-2121. (right)

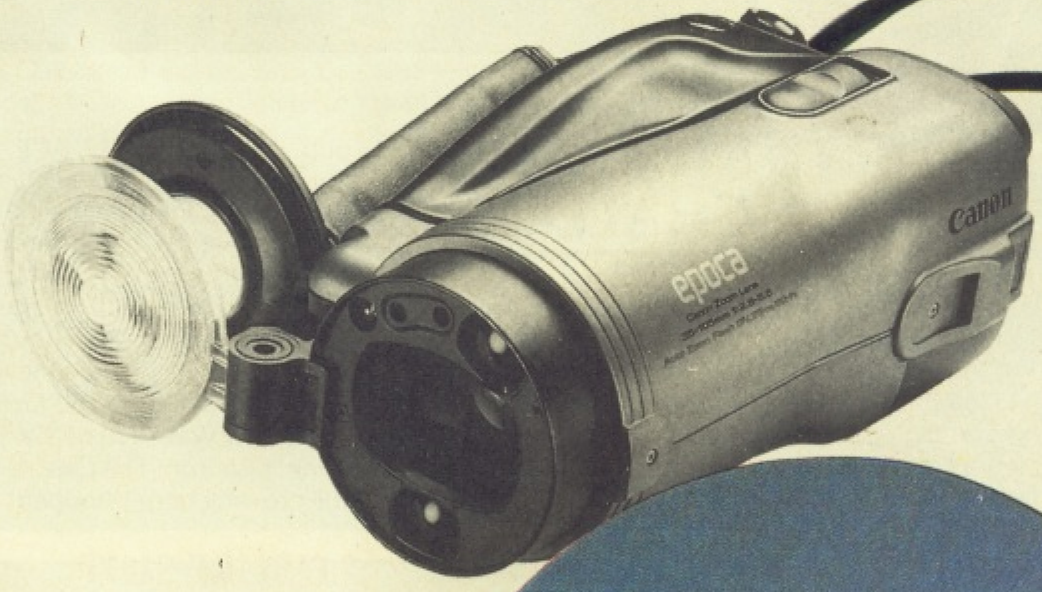




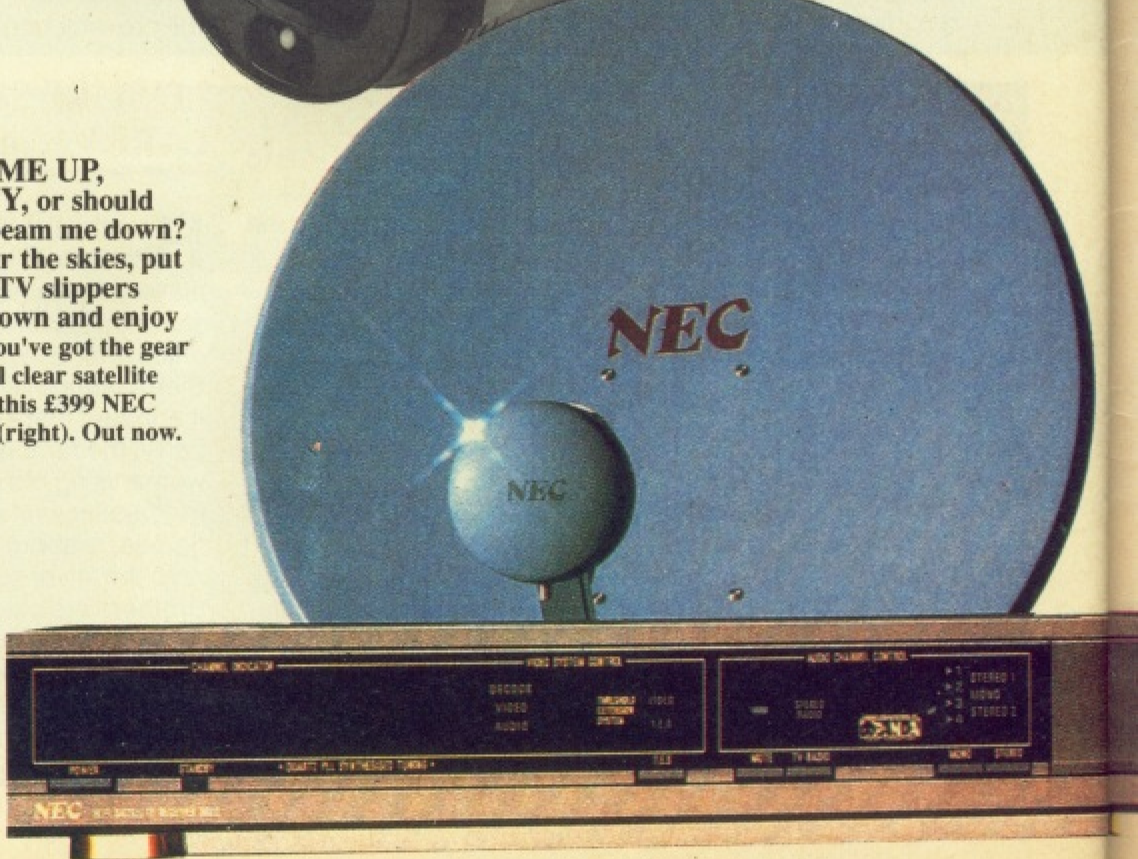
TOWERING
These gargantuan stereo speakers (left) were shown at the High Fi Show in New York. The sloping shape does wonders for the resonance, claim Viola/Richards who're a couple of jazz musos turned hi fi business types. Price and distribution to be confirmed.



ANTI -RED EYE camera from Canon (right). Looks like a phaser and comes with the following guarantee: when you take snaps of your friends, they'll never end up with little, pink eyes. Costs £240.



BEAM ME UP, SCOTTY, or should that be beam me down? Reach for the skies, put on your TV slippers and sit down and enjoy — once you've got the gear for crystal clear satellite pics with this £399 NEC Astra kit (right). Out now.





NATURAL PINE Natural sounds. The Sony MDR-101s are made from Japanese wood, silk, copper and a special bacterial culture used to make the diaphragms in the ear pieces. It's "leading edge biotechnology techniques", claim Sony. Quite right, sirs. It'll also set you back £2500.

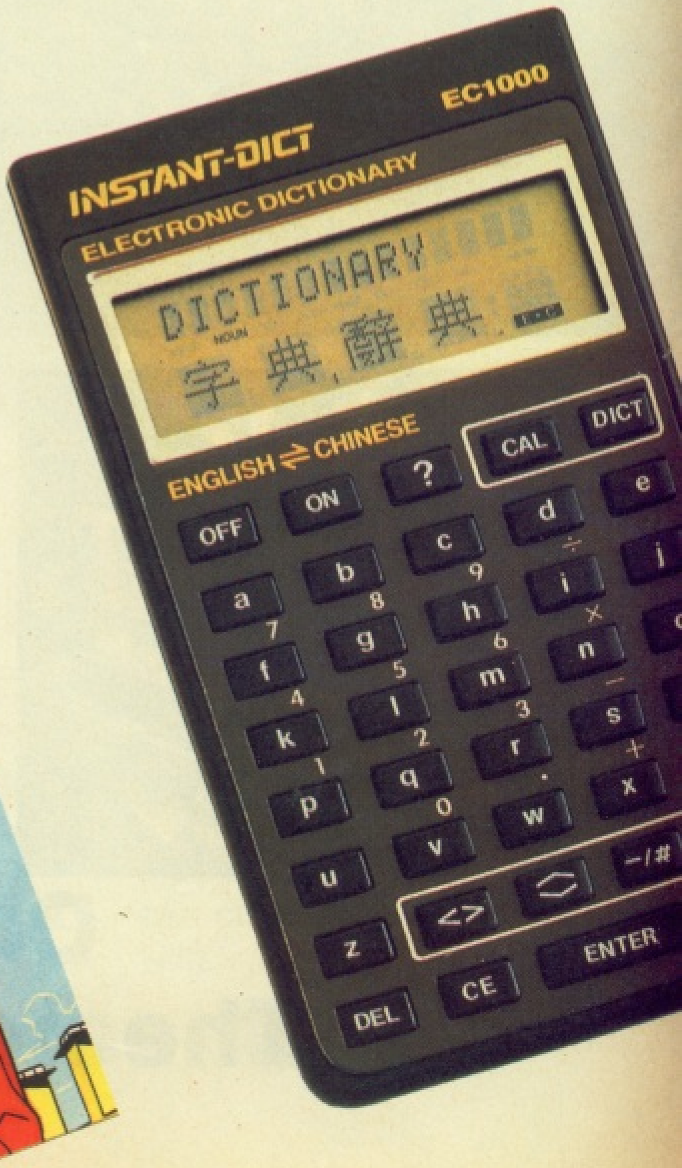


GO TO Books Nippon, 64-66 St Paul's Churchyard London EC4M.

This one's for the businessman, who likes comics and ads for zit removers. We can't read it, but we love it all the same.



MORE ORIENTAL gizmos. Parlez Chinese with this electronic dictionary (left). From Guangwa Company Ltd, 7-9 Newport Place WC2.



FLEXI-BALLS to you, to sharpen your reflexes for games such lifting a spot of brew. The Z-ball (above) bounces differently each time. $10 from Fundex, Indianapolis; 0101 (317) 872-4601.



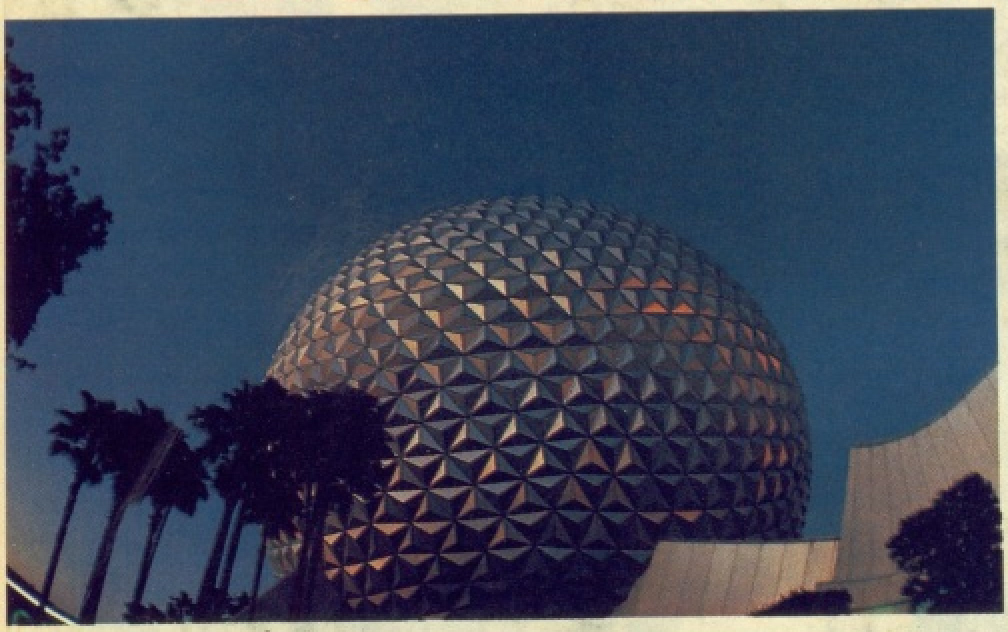
SHOOT 'EM UP New from 2000AD is Revolver, a new monthly featuring a(nother) revamped Dan Dare, a strip inspired by Jimi Hendrix and a soap opera called Dire Streets. Buy it!

next m

WATCH OUT FOR OUR NEW LOOK COVER!

It's all change for the CU cover logo. We're the UK number one mag for Amiga games, so why not shout about it a little? From next month you'll find CU on the news shelves sporting the familiar CU logo, plus a larger Amiga banner. Look out for the new look CU next month, and prepare yourself for 1001 goodies. . . .

BACK TO THE FUTURE 2/WIN A TRIP TO FLORIDA



The sequel to the smash hit film, Back to the Future, will timewarp its way onto your Amiga. CU will be there with the first review of the Mirrorsoft game, plus the chance for you to win an all-expenses paid holiday to the USA, land of Hollywood, Spielberg and Disneyland. All of this, plus the long awaited reviews of Kick Off 2 and Imperium.



INSIGHT

Check out Supremacy. The forthcoming strategy/wargame from Virgin Mastertronic combines Sim City-style gameplay with visually stunning graphics. An Amiga exclusive, don't miss it.

CU – We don't just promi

The next issue of CU AMIGA i

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CU AMIGA



TIPS

Sierra are bringing out some great products at the moment and Leisure Suit Larry 3 is one of them. Expect exhaustive tips for Larry as well as for three other top name games.

AGENDA

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